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The World's Most Successful Game Studios
2007 Edition

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DEVELOP 100

Develop 100 ranks the world's game developers according to the revenues their products generated through UK retail. The figures come directly from ChartTrack data. Retailers contributing to ChartTrack's data represent 90 to 95 per cent of all UK retail sales for games and the figures have been weighted up so as to accurately represent the market as a whole.

Figures are based on sales of all games available on the market at all price points and on all formats (PS2, PSone, PSP, Xbox, Xbox 360, GameCube, GBA, Nintendo DS, Wii and PC) from 01/01/2006 through to 31/12/2006.

For each studio, up to five of its biggest selling titles during that period have been highlighted for individual analysis. Where these titles add up to less than 100 per cent of the studio's total revenues, it is then indicated what percentage of the total is accounted for by the top titles.

'Highest UK Chart' refers to the highest position reached by that title in ChartTrack's weekly All Formats list.

EDITORIAL ANALYSIS



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#1



Congratulations to EA Canada for making it as Develop's #1 studio for the 3rd year running!
Kudos to our other studios for getting into the top 100 – Maxis, EA Redwood Shores,
EA UK / Criterion, EALA, Dice, EA Chicago, Headgate, Tiburon.

Want to join a top 100 Studio?
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CENTURIONS

Who are the real winners in the 100? Who's at the vanguard of games design and managed to hit a creative and commercial sweetspot? Michael French looks at what this year's list tells us...

With the new generation of consoles now starting to bed in around the world, the book you're reading is a perfect snapshot of the global games development sector.

The topline facts might be no surprise. Yes, the total value of money made by the teams on this year's list is higher than last year's, in line with the overall growth of the games market. EA Canada is still number one and despite some changes in the top 10, the likes of Nintendo, Konami, Ubisoft and big-name independents Traveller's Tales are still top dogs in their respective fields and genres.

But it's the trends shown that paint an interesting picture beyond the intriguing numbers and revenue totals.

The first of these is the undeniable rise of the Xbox 360.

EA Canada, EA Redwood Shores, Ubisoft Montreal, Epic, Rare – these are just a few of the teams that have found considerable financial success producing high-quality games for 360. That it already has a UK user-base of a million (the territory our list is based on) has helped

considerably, and reflects how quickly the newer machine has found a home. The resultant knock on the sales of each studio's game reflects how well they've harnessed the next generation format.

Ironically, one of the other trends is the rise of Nintendo, whose new hardware formats advocate smaller teams, cheaper development costs and less asset consumption – the complete opposite of the big-budget HD-driven games Microsoft's powerhouse encourages. Nintendo itself, plus Maxis, Ubisoft France, Traveller's Tales, Amaze and a variety of publisher owned-studios, have benefited from the DS boom and the introduction of the Wii, both of which have a firmly established market with a casual bent; mass market consumers which are a mix of young and old.

Don't worry, the PlayStation Portable and PS2 also cast a shadow – but serve more as a backdrop to the already-established market than new trends. It's more likely that, once the PS3 has established itself in the UK, it will be next year's *Develop 100* where

The Develop 100 underlines a number of key trends in the games market – including the irresistible and undeniable successes of Nintendo and Microsoft in 2006



Sony's power is proven (rather than tested, which is arguably what has happened over the last 18 months).

In terms of the often talked about topics such as new IP and the battle between independent developers and internally owned ones, the situation between last year's edition of the 100 and this year's actually remains quite steady. Nintendo once again is responsible for helping some of the bigger new IP ideas to market (*Brain Training* for the DS, and Ubisoft's *Red Steel* for Wii), while two independents once again muscle into the top 10 (Yuke's almost literally with its *WWE* titles – the other is *Traveller's Tales*).

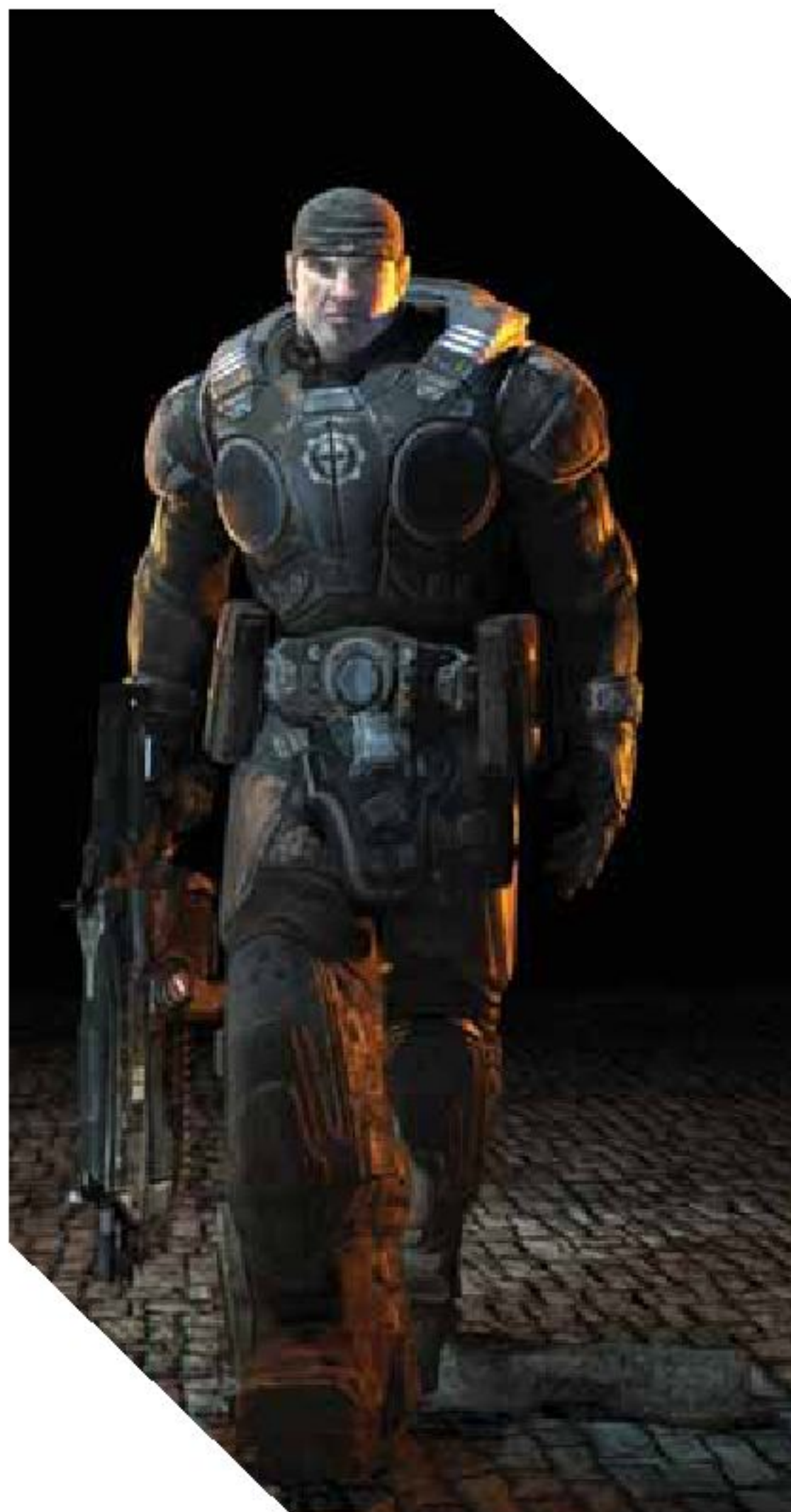
Finally, before you jump in to the list proper, bear in mind that there are some cultural differences a UK-based list throws up when compared to the other big territories of North America and Japan which readers last year questioned us about. (Although, in all honesty, they are cultural forces that would arguably distort the list if they were included, rather than a weakness in our data.)

For the former, EA's big seller *Madden* and its studio Tiburon is low down the list and would be placed higher were this charting based on US sales. Although that in fact would skew the listing in another direction given the country-specific federal sport NFL truly is, rather than the international one soccer is, so the *Develop 100's* bias towards that sport (list leader EA Canada makes *FIFA*, third place goes to Konami which makes *Pro Evolution Soccer*) is evidence of its international relevance.

And as for Japan, well, Western content barely scratches its charts, and when it does is on a delay – the most recent big hit from outside its country walls was *GTA: San Andreas*, a full two and a half years after its release in North America and Europe.

So the *Develop 100* truly is a listing for the world's studios. And of course the United Kingdom is still the world's third-largest territory for games sales, so its figures have genuine weight, and when ordered as they are over the next 120 pages, they make for truly illuminating reading.

Enjoy.



AUTOMATIC FOR THE PEOPLE

Michel Kripalani, senior games industry manager at Develop 100 sponsor Autodesk offers his view on what's to come for the games development industry and why innovation – which has secured each studio in this book its place on the list – is so important...



As a leading provider of 3D tools for the games industry, we're delighted to support the *Develop 100* book and promote some of the most successful games and developers in the world.

Many developers in this book are *3ds Max* and *Maya* users. We're proud to honour their work through this initiative. Our research teams are constantly striving to produce better, faster and more creative software

with our customers' needs in mind. We're working with game developers to push the boundaries of what's possible and to realise their most creative ideas. Together, we'll work to ensure that this industry continues to flourish.

Now that the Xbox 360, Nintendo Wii and PlayStation 3 are available, the next generation of gaming has arrived. Our 3D animation products play a huge role in helping the industry adapt to next-gen game development. Every aspect of game development has become much more complex and there's more data to deal with than ever before. Games teams are expanding and games costs are increasing.

However, with the improved console capabilities come more opportunities for game developers to realise their creative vision. Autodesk is paying close attention to these emerging production challenges to ensure that our tools continue to evolve with game developers' needs.

Autodesk is committed to doing everything we can to help make the transition easier on our customers. Game developers are now expected to produce more, but are not given extra time to meet these increased demands.

Thus, studios are focused on finding efficiencies throughout the development process. Autodesk helps meet this challenge by providing tools that create an efficient workflow, focusing on core performance, threading our code, speeding up productivity for people working with the tools and helping create a new generation of talented artists. We're also expanding our efforts into the middleware environment to help developers leverage Autodesk's technology into the game engine, ensuring that in-game animations are on par with the gorgeous graphics that are pushing gaming experiences to the next level.



Production of upcoming action adventure Kane & Lynch (pictured) by IO Interactive (at position 36 in the 100) has been powered by Autodesk products

Current industry projections suggest that the video games industry will grow by about 12 per cent a year for the foreseeable future. And in around four years' time, the industry will no doubt reinvent itself again. The only thing that is certain is that innovation and solid gameplay will reign and that the people who are successful will be well rewarded.

These characteristics of game production remain timeless. Autodesk aims to provide a solid foundation for people to build their stories and gameplay experiences. When we all work together, there's no limit to what we can achieve.

Good luck!

AUTODESK PRODUCTS

3ds Max, *Maya* and *MotionBuilder* are the most popular 3D content creation software products with game developers worldwide.

Maya 8.5 features the new Nucleus technology, developed by Autodesk's Academy Award-winning Principal Research Scientist Jos Stam.

Nucleus is a unified simulation framework allowing artists to create elements that interact with other dynamic objects such as fluids, cloth and rigid bodies.

Maya nCloth is the first module of Nucleus. It allows artists to direct and control a range of simulations, including cloth, plastic, metal and other materials. *Maya* nCloth helps artists create simulations with greater ease than ever before.

3ds Max 9 includes several new features and enhancements in the areas of animation and Biped, rendering, UI and usability. *3ds Max* 9 *Extension: Productivity Booster* is available to Autodesk subscription customers, enabling them to work more efficiently with more than 30 productivity enhancements.

MotionBuilder 7.5 software is designed to tackle the challenges of creating advanced character animation. *MotionBuilder* features real-time productivity tools to realise ideas for sophisticated 3D characters in next-generation games pipelines.

All of these packages are able to work together through Autodesk's FBX file format, which makes it easier to move data between all of our software products.

Additionally, FBX is the only third-party file format supported by Microsoft's *XNA Game Studio Express*.

Our most recent development is Autodesk *HumanIK* middleware. *HumanIK* is a customised development library that enables animated game characters to interact more realistically with digital environments. Dynamically and accurately porting animation data from the authoring environment into the game engine gives developers flexibility in animating the game with more realistic, real-time results. Believable, realistic in-game animation and gameplay are some of the differentiation points of a next-gen game. *HumanIK* helps game developers ensure that their characters move as beautifully as they look.



Autodesk Maya



Autodesk 3ds Max



Autodesk Motion Build



Autodesk – EMEA

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THE WORLD'S MOST SUCCESSFUL GAME STUDIOS

EA CANADA

no. 1 £118.97m

1

NO
MOVE
<

	TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE	
	1 FIFA 07	ELECTRONIC ARTS	1	PS2, XB360, XB, PC, GC	SEP 06	£39.63m	
	2 NEED FOR SPEED: CARBON	ELECTRONIC ARTS	1	XB360, PS2, PSP XB, PC, Wii, GC	OCT 06	£26.85m	
	3 FIFA STREET 2	ELECTRONIC ARTS	1	PSP, PS2, XB, DS GC	SEP 05	£13.87m	
	4 NEED FOR SPEED: MOST WANTED	ELECTRONIC ARTS	1	XB, XB360, PSP, PS2, PC, GC, DS	NOV 05	£11.86m	
	5 FIFA WORLD CUP GERMANY 2006	ELECTRONIC ARTS	1	PS2	APR 06	£10.24m	
TOTAL:						£102.44m (86% of total revenues)	



CANADA



STUDIO PROFILE

There's no surprise as to who has scored the top spot. With the largest development team, the best-selling brands, and backing from the biggest publisher, it would be more of a surprise if EA Canada failed to make it to number one.

Key to its success has been, once again, sales of the *Need For Speed* and *FIFA* games and back catalogue from those franchises. Coupled with EA's aggressive multi-platform strategy those games have found success on Xbox 360 as well as the massmarket PS2, and will undoubtedly do just as well on PlayStation 3 for the 2008 book.

The *Need For Speed* games – the revitalisation of which started with *Underground* and has since iterated three more times – has already created over \$2bn worth of revenue for EA, so another is a given, as are more *FIFA* games. It's a no brainer.

But that doesn't mean EA Canada is big and dumb. Instead, we expect to see the studio begin to develop the division's two separate teams, EA Canada (EAC) and EA Black Box (EAX), towards having their distinct identities. This is something the other EA studios all arguably boast which the Vancouver teams lack. Tiburon (position 53) is the trusted base for *Madden*, EA Chicago (34) EA UK-Criterion (13) the pioneers in current and next-gen tech.

New IP-based game Skate will help Electronic Arts go toe to toe with rival Activision

Even EA Montreal, which EA Canada chief Rory Armes also supervises, is forging a distinct identity for itself by creating unexpected titles such as *Army of Two* and the Wii-only *SSX Blur* – both are 2007 titles, however, so haven't impacted the figures printed here. (EA Redwood Shores, at 9th, perhaps has the same problem as EA Canada – but more on that in their entry.)

It's hard to tell exactly what that might mean for EAC and EAX – perhaps next year EA will want their games counted separately for individual entries – but we already know of one big challenge EAX has been charged with accepting: bringing to market a new IP. EA Worldwide Studios boss Paul Lee has instructed that all the company's software houses must help increase the amount of games produced with new or non-licensed IP, and the response in Vancouver has been *Skate*.

Taking EA in part back to its roots (it published *Skate and Die* in the '80s, after all), the new game sees Electronic Arts go toe-to-toe with rival Activision and its *Tony Hawk's* series with edgier, younger licenced stars and a fresher attitude. If the game succeeds, EA Canada will be back on these pages next year – and even if not... well, with *FIFA* and *NFS*, they'll probably be back here anyway.

STATISTICS

Owned by: EA

Founded: 1992

Head count: 1,800

Revenue per capita: £66,094

CONTACTS

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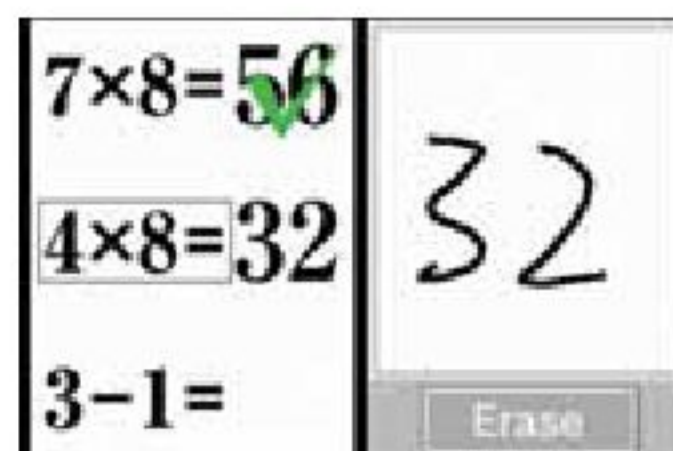
www.ea.com

NINTENDO

NO. 2 £70.96m

	TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
	1					
	NEW SUPER MARIO BROS	NINTENDO	2	DS	JUN 06	£12.72m
	2					
	ANIMAL CROSSING: WILD WORLD	NINTENDO	3	DS	MAR 06	£11.09m
	3					
	DR KAWASHIMA'S BRAIN TRAINING	NINTENDO	3	DS	JUN 06	£9.61m
	4					
	NINTENDOGS: DALMATIAN & FRIENDS	NINTENDO	7	DS	JUN 06	£6.57m
	5					
	THE LEGEND OF ZELDA: TWILIGHT PRINCESS	NINTENDO	5	WII, GC	DEC 06	£6.42m
	TOTAL:					£46.41m (65% of total revenues)





JAPAN



STUDIO PROFILE

One thing the Develop 100 has charted in its three years is Nintendo's startling trajectory.

No doubt about it, the period 2004 to 2006 has seen a spectacular turnaround at the company, which cut off the dead weight of the GameCube – and to some extent, the Game Boy – and revitalised its fortunes with new hardware that puts innovation first.

The touch-screen based DS has almost single-handedly propelled the company's software developers up the list from a miserable (for a format holder) 28th in 2005 to 5th last year and now second place, behind just EA. And the chart opposite proves it – a runaway success caused by IP and ideas both old and new.

While top dog of the year's sales is *New Super Mario Bros*, *Animal Crossing: Wild World*, *Brain Training* and a new *Nintendogs* are all worthy of praise too as Nintendo's success isn't built on single hits – it's the continued sales of its entire catalogue of games.

Unlike list winner EA Canada, which has 86 per cent of 2006's sales taken up by five games, Nintendo's attribution is lower – the five games opposite only account for 65 per cent of Nintendo's 2006 UK software sales, suggesting a long tail that stretches far back into its backlist and other titles from the

year's releases which make up the other 45 per cent.

At the same time, Nintendo managed to almost triple its revenues from software sales in 2006 over 2005, up from £25.1m to £70.96.

Some of that will have, of course, been boosted by the roll-out of the Wii in December 2006 – our figures show *Zelda* alone made almost £6.5m in just a month on sale – but its real impact probably won't be felt until next year's list, where the growing stable of Nintendo-made Wii games will make itself known courtesy of the machine's fast-growing userbase. A place up high in next year's top 10 no doubt beckons.

What's going to be more interesting, perhaps, is watching how Nintendo's proven successes pushing new ideas and new IPs – and old ones given a push thanks

to new hardware – will influence its rivals and third party publishing and development partners. We've already seen EA aggressively announce advanced support for the Wii, and others like Disney have set up studios dedicated to making games purely for Nintendo formats – it seems that many publishers are now rethinking how exactly to balance their portfolio between the production-hungry PS3/360/PC market and the more agile Wii/DS ones which also share plenty of crossover with PS2 and PSP.

The DS has been a runaway success of ideas both old and new

STATISTICS

Owned by: Nintendo

Founded: 1963

Head count: 850

Revenue per capita: £83,482

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KONAMI DIGITAL ENTERTAINMENT

3

NEW ENTRY

no. 3 £43.20m

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
	1				
PRO EVOLUTION SOCCER 6	KONAMI	1	PS2, XB360, PC, PSP	OCT 06	£28.57m
	2				
PRO EVOLUTION SOCCER 5	KONAMI	1	PSP, PC, PS2, XB	NOV 05	£9.91m
	3				
PRO EVOLUTION SOCCER MANAGEMENT	KONAMI	12	PS2	MAR 06	£1.04m
	4				
METAL GEAR SOLID 3: SUBSISTENCE	KONAMI	34	PS2	OCT 06	£0.51m
	5				
METAL GEAR AC!D	KONAMI	5	PSP	SEP 05	£0.49m



TOTAL: £40.53m 94% of total revenues)



JAPAN



STUDIO PROFILE

Konami holds firm at number three in this listing, the performance of its internal development teams being year-on-year consistent. Not unspectacular, but not surprising either.

The *Pro Evolution Soccer* series is the star of the show once again, although surprisingly sales of the latest game, *PES6*, were only incrementally higher than *PES5* (£28.57m in 2006 over £28.18m, and its SKUs had a little while extra on the shelves last year). That's hardly a disappointment, however, and *PES* continues to be known as the game of choice for the hardcore football fan. It's unlikely to ever truly beat *FIFA* in the sales stakes due to that game's licence, but it certainly trounces it in the review stakes and reputation.

Which makes the failure of *Pro Evolution Soccer Management* a bit of a surprise. Despite six months on the shelves, the game only racked up £1.04m in sales – not poor (indeed, studios at the bottom of this list would kill for such a revenue spinner), but when compared with *PES*' usual £40m annual turnover, a spin-off that can't even make ten per cent of that must cause some concern. Still, as an experiment it may just end up a write-off, much in the same way EA Canada tried to add a management iteration to the *FIFA* series in 2005. In truth, it seems the

football pitch is clearly divided between EA, Konami and Sports Interactive – and in the UK at least, it's clear the hardcore soccer management is left to the latter, the casual market to the former, and Konami with the die-hards who like delicacy and finesse.

Perhaps Konami needs to see if it can get those two qualities passed on from its *Pro Evo* team to its other developers – while this place in the high echelons should be praised, you can't help but feel that as a games developer

Pro Evo may not ever beat FIFA and its licence, but it certainly trounces it on reputation

Konami is coasting, being fast outshone by Japanese contemporaries Nintendo and Capcom. Of its personal 2006 top five, the other big sellers were the year-old *Metal Gear Ac!d* and the *Metal Gear Solid 3* re-release, which made £1m in total. While the bigger *Metal Gear Solid 4* for PS3 will

undoubtedly rake in lots of cash (although creator Hideo Kojima's new development outfit, Kojima Productions, may take the credit in the listing), it seems Konami is in desperate need of new franchises – if it's not happy with being the *PES/Metal Gear* company, that is. Like many others, Konami has benefitted from the 360 (almost a third of *PES6*'s sales were on the format), and the studio still has to find its feet on DS and Wii – the opportunities are out there, Konami just has to make the games to take advantage of them.

STATISTICS

Owned by: Konami

Founded: 2005 (from a merger of Konami's various KCE and Japan studio teams)

Head count: 1,100

Revenue per capita: £39,372

CONTACTS

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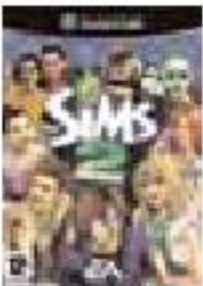
Tel: +81-3-5144-0573

www.konamityo.co.jp

MAXIS

no. 4 £41.74m

NO
MOVE

	TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE	
	1 THE SIMS 2: PETS	ELECTRONIC ARTS	3	DS, PS2, PC, PSP GBA, GC, MAC	OCT 06	£16.08m	
	2 THE SIMS 2	ELECTRONIC ARTS	1	PC, PS2, PSP, XB MAC, GC	SEP 04	£10.67m	
	3 THE SIMS 2: OPEN FOR BUSINESS	ELECTRONIC ARTS	3	PC, MAC	MAR 06	£3.54m	
	4 THE SIMS 2: NIGHTLIFE	ELECTRONIC ARTS	1	PC, MAC	SEP 05	£1.58m	
	5 THE SIMS 2: FAMILY FUN STUFF	ELECTRONIC ARTS	6	PC	APR 06	£1.26m	
TOTAL:						£233.13m	<i>(79% of total revenues)</i>



USA



STUDIO PROFILE

With well over 70m different *Sims* discs sold in the last seven years (that's about 27,397 discs selling every day globally since the start of 2000), Maxis' continual success – even off the back of countless expansion packs, once thought to be a derivative sales resource that tails off in the long term – is inevitable.

Although only two full *The Sims* games have been released, over 14 expansions have been released for *The Sims* and *The Sims 2*, and the series has also branched out with various console and handheld iterations.

The last year specifically saw the introduction of *The Sims 2: Pets*, both an expansion and a title in its own right, adding animals to the PC version and providing an updated version of the game for console owners. It's been a massive success, feeding off the already bustling user-base and no doubt introducing new players. Other add-ons, such as item packs like *Family Fun Stuff* and entrepreneurial extensions *Open For Business*, have benefitted as well.

For the Maxis brand and teams *The Sims* offers a franchise that, while already long-in-the-tooth when compared to other series, has versatility and a great future ahead of it. Now the team plans to diversify the line beyond things like man's best friend.

Spore is likely to find the same slow-burn fast-sell audience that The Sims flourished with

Key titles for 2007 are *The Sims Life Stories* and *My Sims*. The former attempts to tackle the 'laptop generation', with story-based adventures using the game engine. It's a noble effort to bridge a gap between casual games and the core parts of the industry where titles are driven by stories. With continued support, it should find its feet beyond the previous experiment *The Urbz*' ill fated attempt to make *The Sims* fit with edgy youth culture.

Perhaps more interesting is what a team at Maxis is planning to do for Nintendo formats with *My Sims*. It deliberately favours a cutesy 'toy-like' approach over the exaggerated realism, and brings an *Animal Crossing*-like title to the EA stable. Given the

explosion in the Wii and DS markets, this is a sure-fire winner.

But let's not forget *Spore*, *Sims* creator Will Wright's project which lets players create a whole lifeform from scratch and then populate the universe with it, while sharing content with other users. It's been written about by *Wired* and the *New York Times*, but the release date is still a bit of a question mark.

Whenever it arrives the game is likely find the same slow-burn fast-sell audience that *The Sims* flourished with, so Maxis will have a

STATISTICS

Owned by: EA

Founded: 1987

Head count: Undisclosed

CONTACTS

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www.maxis.com

TRAVELLER'S TALES

no. 5 £26.30m

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
 1	LUCASARTS	1	PS2, XB360, PSP, XB, PC, GC	SEP 06	£15.89m
 2	TT GAMES	1	PS2, XB, PC, GC	APR 05	£3.43m
 3	DISNEY INTERACTIVE	7	PS2, XB, PC, GC	NOV 05	£2.53m
 4	SEGA	47	PSP, GC, PS2	JUN 06	£0.95m
 5	EIDOS	71	PS2, XB360, PC	NOV 06	£0.73m
TOTAL:					£123.54m (98% of total revenues)





UK



STUDIO PROFILE

The force is strong with this one. And with two of the most successful and most praised *Star Wars* games of all time, not just in recent years, it's little wonder.

Lego Star Wars II: The Original Trilogy actually outperformed the original prequel-based title in less time on shelves. Granted, it was available on more formats (with retailers using the 360 version in hardware bundles, for instance), but that's nevertheless a mean feat for any sequel, no doubt aided by the quirky representation of the trilogy that more consumers knew and loved more faithfully. And hey, in the video game version Han got to shoot first.

It was the success of this game, and the continued sales of the first *Lego Star Wars* and TT's 2005 *Narnia* title that assured its ascent in the top 10 of the *Develop 100* – it also helped Traveller's Tales get the *Develop Awards* Best Independent Developer gong for the second year running, and a few BAFTA nominations.

You can't win every battle, however, and Traveller's Tale's other 2006 releases didn't fare as well. *Super Monkey Ball Adventures*, made for Sega and based on the cult hit puzzle-platformer that originally arrived with the GameCube, released in June 06 but didn't do the great numbers one might expect from a TT

game. It barely sold as many copies as *Bionicle Heroes*, which only arrived in November 06 and will arguably make itself known sales-wise in the next edition of the this listing.

In the meantime, TT has been investing in its future. First up has been another acquisition. The studio bought its publisher partner Giant (which handles the Lego licence via owner and MD Tom Stone, former Lego Interactive and EA UK exec) in 2005, securing its independence, and in early 2007 snapped up Cheshire, UK-based Embryonic. The two have moved into a new facility, the 20 extra staff becoming a Nintendo-dedicated unit (although the Embryonic name has been ditched) that will adapt TT's GameCube engine to the Wii.

And in terms of next projects, *Transformers: The Movie* for Activision has been announced, and is almost guaranteed a safe landing thanks to the film and toy line's inevitable media blitz. Plus, there's always the chatter about more Lego games – the team hasn't confirmed it yet, but it's a 'widely accepted as true' rumour that the next Lego line to get the game treatment is *Lego Batman*. The studio proved you can merge games with movies and toys for *Lego Star Wars* – will lightning strike for a third time when it tries to tie interactive software with comics and toys?

Will Lego Batman prove that lightning can strike a third time for Traveller's Tales?

STATISTICS

Owned by: TT Games

Founded: 1989

Head count: 123

Revenue per capita: £213,821

CONTACTS

Main contact: Jon Burton

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Tel: 01565 757300

Email: jon@t-tales.com

www.t-tales.com

ROCKSTAR LEEDS

6

UP FROM 18

no. 6 £25.28m

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
	1				
GRAND THEFT AUTO: LIBERTY CITY STORIES	TAKE 2	1	PSP PS2	NOV 05 JUN 06	£15.82m
	2				
GRAND THEFT AUTO: VICE CITY STORIES	TAKE 2	6	PSP	NOV 06	£7.94m
	3				
MIDNIGHT CLUB 3: DUB EDITION	TAKE 2	1	PSP	SEP 05	£1.49
	4				
MAX PAYNE	TAKE 2	1	GBA	MAR 04	£0.03m



TOTAL:				£25.28m (100% of total revenues)
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UK



STUDIO PROFILE

Steep jump up into the Top 10 for Rockstar's now world-famous handheld team, taking its place here thanks to the PSP *Grand Theft Autos* and the PS2 release of the first of those, *Liberty City Stories*.

Although the studio is walking in the IP footsteps of Rockstar North, which also firmed up its value on first a *Liberty City GTA* title and then a *Vice City* one, the studio isn't walking in its shadow. Instead, the team has proven itself as possibly the biggest masters of the PlayStation Portable – outside of SCE, anyway. Its engine capably compresses the previously console-only cities down to portable form, a talent reflected in sales figures and review scores. And its games are so good that they have been ported back to PS2 to almost double the *GTA* roster on that platform – now there's a complement.

The studio originally started out as GBA specialist Mobius Entertainment, founded by Gordon Hall, which produced versions of *Max Payne* and, shall we say, less important licence-based such as *Barbie Horse Adventures*.

It was work on the former which piqued Rockstar's interest, and an April 2004 acquisition saw the team renamed to Rockstar Leeds.

By late 2005 their growing size meant a relocation was in order with the teams settled into bigger premises.

Rockstar Leeds will reap the benefits of any attempt by Sony to add vigour to PSP

Since joining the Rockstar stable and helping provide more bestselling *GTA* games, the studio has been trusted with every single PSP game Rockstar releases, from the original *GTA* adventures to ports of *Midnight Club 3*, *The Warriors* and the upcoming *Manhunt 2*.

Also in the works is *Beaterator*, a PSP music title being put together with R&B producer Timbaland. The project turns Rockstar's previously web-only *Beaterator* music mixer kit into fully fledged games software – and is the first announced in a number of similar applications heading to the portable that other developers are producing. Whether Rockstar succeeds in that space off its brand name remains to be seen.

And there's more on the way, allegedly – although the company's notoriously tight grip on exposure leave us to speculate. *San Andreas Stories*? Possibly. Or perhaps a portable version of the newer *GTA IV* heading for PS3 and 360. One thing's for sure – *Vice City Stories* probably isn't its last *GTA* game.

Whatever comes next, given the overall fewer numbers of PSP games being commissioned it's likely that Rockstar Leeds will continue to reap the benefits of any potential attempt by Sony to add vigor to its platform, whether that's through the long-rumoured and expected hardware revision or simply more marketing money.

STATISTICS

Owned by: Take 2

Founded: 1997

Head count: 55

Revenue per capita: £459,636

CONTACTS

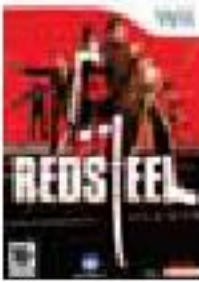
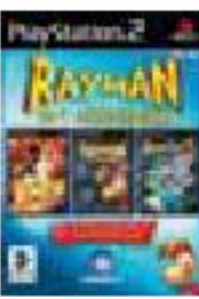
Address: 2nd Floor, 2 The Boulevard, City West One Office Park, Gelderd Road, Leeds, LS126NU, UK

www.rockstarleeds.com

UBISOFT (FRANCE)

UP FROM 13

no. 7 £24.25m

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE	
	1					
TOM CLANCY'S GHOST RECON: ADV WARFIGHTER	UBISOFT	2	XB360, PS2, XB	MAR 06	£11.28m	
	2					
KING KONG: OFFICIAL GAME OF THE MOVIE	UBISOFT	1	PS2, PSP, XB360 XB, PC, GC	NOV 05	£6.07m	
	3					
RED STEEL	UBISOFT	19	Wii	DEC 06	£2.75m	
	4					
RAYMAN RAVING RABBIDS	UBISOFT	27	Wii, PS2, GBA	DEC 06	£2.16m	
	5					
RAYMAN 10TH ANNIVERSARY PACK	UBISOFT	108	PS2	SEP 06	£0.37m	
TOTAL:					£22.62m (93% of total revenues)	



FRANCE



STUDIO PROFILE

Ubisoft France actually consists of four teams: Montpellier, Montreuil and Annecy, plus Tiwak which was acquired in 2004 and is also based in Montpellier – and it's a jump into the top ten from last year's 13th for Ubisoft's collection of French teams thanks to two significant next-gen formats, 360 and Wii.

Under the skillful watch of the Ubisoft-owned Red Storm team in the US, the 170-strong Montreuil office lead production on *Tom Clancy's Ghost Recon: Advanced Warfighter*, taking it from an ambitious concept that existed as a video demo (pre-production was done at Tiwak) before the 360 was even announced, through to a record-breaking retail hit. At press time, the sequel had already rocketed to the top of the charts, meaning that Ubisoft France has another high place guaranteed in next year's listing, before any of its other releases are taken into account.

Montreuil also led the charge on another important next-gen game, *Red Steel* for the Nintendo Wii. A new IP exclusively devised for the Wiimote, the game's £2.75m sales say it benefitted hugely from the machine's launch – now the studio has set itself up for a sequel, having hired more staff to help the franchise be continued and grown.

Ubisoft France leaps up the charts thanks to significant work on 360 and Nintendo Wii

Elsewhere, the Wii was also big news amongst the Ubisoft Montpellier team, which houses 80 staff lead by Ubisoft's French development producer Xavier Pox and creative director Michel Ancel. And the team has come a long way since its 1994 establishment as a graphic design team called Ubi Pictures. Two of Ancel's titles helped affirm the Ubisoft France studio network its place in the 100 this year –

2005's *King Kong* and 2006's *Rayman Raving Rabbids*. The latter's Wii relevance (advocating short, accessible minigames over the theatrics seen in something like *King Kong*) meant that it sold well at the hardware launch, accounting for almost three quarters of the title's overall sales.

Surprisingly, given the considerably smaller size of its workforce, Ubisoft France this year beat's Ubisoft Montreal in the *Develop 100* – whether that situation will revert back to form next year isn't yet clear, but with another *GRAW* on the way, more *Red Steel*, and conception work being done at Tiwak on a new Hollywood licence-based title, the Ubisoft France network of smaller teams certainly seems to have kept its fighting spirit, regardless of whatever gets said about the shrinking size of the French games development industry.

STATISTICS

Owned by: Ubisoft

Founded: 1986

Head count: 300

Revenue per capita: £80,833

CONTACTS

www.ubi.com

YUKE'S

8

UP
FROM
22

no. 8 £22.48m

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
	1				
WWE SMACKDOWN VS RAW 2007	THQ	2	PS2, XB360, PSP	NOV 06	£15.92m
	2				
WWE SMACKDOWN! VS RAW 2006	THQ	1	PS2 PSP	NOV 05 DEC 05	£5.83m
	3				
WWE SMACKDOWN! VS RAW	THQ	3	PS2	NOV 04	£0.42m
	4				
RUMBLE ROSES XX	KONAMI	68	XB360	MAY 06	£0.52m
	5				
WWE: DAY OF RECKONING 2	THQ	11	GC	SEP 05	£0.03m



TOTAL:

£22.43m (100% of total revenues)



JAPAN



STUDIO PROFILE

It's easy to take a glance at this entry, think 'THQ', 'licensed wrestling game' and 'easy sell' and then flip the page and go straight to the next entry – but wait.

Yuke's jump up 14 places is enviable and a reward for its long-running work on the *WWE* series of wrestling games it has worked on with THQ since 1998. Benefitting from continued sales of its 2005 release *Smackdown vs Raw 2006* and then the Christmas crossover as consumers switched over to the 2007 edition, the studio's software generated an extra £7.22m in revenue over the previous year, underlining the reputation it has passed on to the *WWE* franchise. While Yuke's name may not go on the front of the box, superseded by a big brand and men with even bigger muscles, its deliberate focus on combat fighting games has served it well in over 14 years of business.

Indeed, so well-tuned are its sensibilities it is a majority stakeholder in the New Japan Pro Wrestling League, and so well-known is its reputation that fellow top 10 outfit Konami turned to the team to help on the Xbox 360 version of *Rumble Roses*.

With Yuke's self-professed attention to detail *Rumble Roses* proves that it isn't a one-trick pony and that the studio is a perfect match for next-gen.

Expansion into the US is proof of a studio brave to take a gamble from its sure-fire hits

Well, almost perfect. In late 2006 publisher THQ surprised many by canning the Yuke's-made PS3 version of *Smackdown vs Raw 2007*, an official statement citing quality control concerns impacting the 360 and PS2 versions, understandably the more viable options given the hardware installed bases. Of course, the lack of PS3 roll-out in the UK in 2006 means that the existence of the game is negligible,

but it proves that Yuke's already has technology and experience in place for new formats, hinting that as the *WWE* series continues to spread across formats, its producing studio can expect to hold a high-placing spot in the *Develop 100*.

In the meantime, Yuke's continues to drive activity securing a future that isn't

dependent on *WWE* or THQ.

In the middle of 2006 the company opened Yuke's Company of America a US-based office designed to help the company spread its publishing operation to North America, catering for PS3, PS2, PSP and 360. Its first release was giving American audiences its *D1 Grand Prix* title from Japan. In the age of *Burnout* and *Project Gotham*, press response was underwhelming to say the least – but the decision is evidence a company that's brave to take a gamble when its sure-fire hits from the *Smackdown* stable aren't going anywhere.

STATISTICS

Owned by: Independent

Founded: 1993

Head count: 85

Revenue per capita: £264,470

CONTACTS

Main contact: Yukinori Taniguchi, CEO

Address: 4-45-1, Ebisjima, Sakai Osaka 590-0985, Japan

Tel: 81-72-224-5155

www.yukes.co.jp

In association with

Autodesk

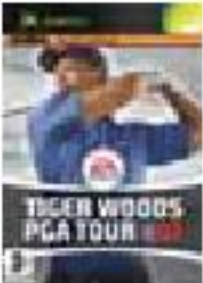
THE WORLD'S MOST SUCCESSFUL GAME STUDIOS

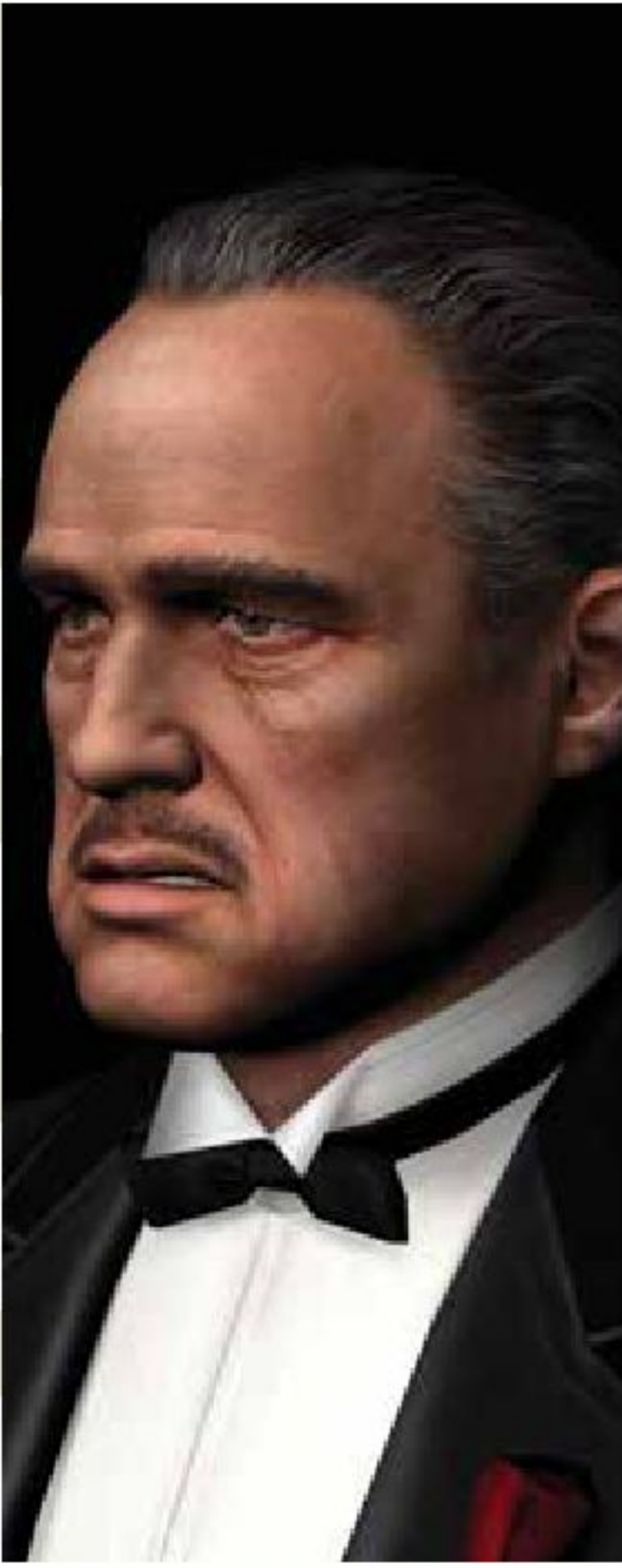
EA REDWOOD SHORES

9

DOWN FROM 8

no. 9 £22.02m

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
	1				
THE GODFATHER	ELECTRONIC ARTS	1	PS2, XB, XB360	MAR 06	£22.02m
	2				
TIGER WOODS PGA TOUR 07	ELECTRONIC ARTS	3	XB360, PSP, XB	OCT 06	£5.40m
	3				
TIGER WOODS PGA TOUR 06	ELECTRONIC ARTS	2	PS2, XB360, PSP XB, GC	OCT 05	£3.92m
	4				
FROM RUSSIA WITH LOVE	ELECTRONIC ARTS	16	PS2, XB, GC	NOV 05	£1.75
	5				
TIGER WOODS PGA TOUR 2005	ELECTRONIC ARTS	3	PS2, XB, GC	SEP 04	£0.23m



TOTAL: £21.63m (89% of total revenues)



USA



STUDIO PROFILE

Another year, another step down the list for the development team at EA's corporate HQ (it was number four in the 2005 edition, and at eight last year).

As to what's causing the slip, it seems mixed fortunes in the world of entertainment licencing seems to be the biggest point of umbrage – in 2006, it turned out the 2005-released *From Russia With Love* would be the last EA-made Bond game as the publisher handed over the licence to rival Activision. The news came off the back of EA's publically-expressed sentiments that it wanted to broaden its portfolio away from the quick-term fix that licensed IP provided and create more franchises it owned.

In the meantime, EA RS was still committed to bringing *The Godfather* to consoles, which it did – the game was released in March 2006 and is Redwood Shore's biggest seller. The specialist press' typically sneery attitude means that the game itself has a bit of a mixed reputation, although a mid-70 Metacritic average suggests a solid game. Whether the series has the long-term legs EA hoped for is not known – the plan had been to make a game from each episode in *The Godfather* movie trilogy, but whether that works with the publisher's new originality-focused mandate isn't clear. While PS3 and Wii tailored

editions are heading out (called *The Don's Edition* and *The Blackhand Edition* respectively), but given the many well-documented battles the development team went through to get the game out in the first place (it slipped between EA financial years – a big no no) it will be little wonder if they don't want to repeat the journey for games two and three.

Even that game outselling EA Redwood Shores' signature title, *Tiger Woods*, is a bit of a hollow victory as the team only focused on the 360, PSP and Xbox versions of the game, the ports to PS2 and PC handled by Headgate Studios, which EA acquired towards the end of 2006 (and is at number 40).

However, it's extremely likely that 2007 will be the year

Redwood Shores could strike back and reclaim a position higher up the charts. *Woods* sold well on 360 in just a few weeks, setting it up well for the inevitable PS3 version (Headgate remains in control of the Wii one).

And while licences are less of a priority at EA, Redwood Shores still has to show its hand on *The Simpsons* licence, secured in 2005 with the first game tipped for release with the July 2007 movie of the cartoon TV show. It's one of the biggest merchandising lines on the planet – the game alone should further prove RS' money-making ability.

The Simpsons game alone should further prove Redwood Shores' money-making ability

STATISTICS

Owned by: Electronic Arts

Founded: 1982

Head count: undisclosed

CONTACTS

Address: 209 Redwood Shores Parkway,
Redwood City, California, 90465, USA

Tel: 1 650 628 1500

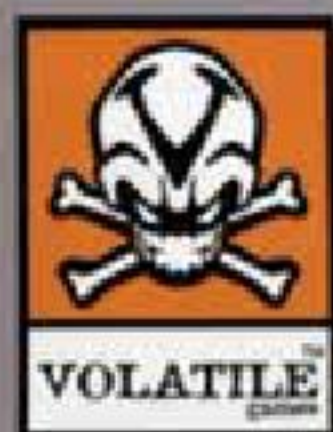
www.ea.com



www.BlitzGames.com

2006

Most Successful Year Ever



- Only UK-developed 3rd-party **Wii launch title** - SpongeBob Squarepants
- **Top 5** UK chart position for debut Volatile Games title - Reservoir Dogs
- **Top 5** US chart position for Karaoke Revolution Presents: American Idol
- Most significant advergame ever **sells 3.2m+** in US - Burger King
- Launch of new downloadable content division - **Blitz Arcade**
- Move to **new corporate HQ** - staff count approaches 200
- Winner of Warwickshire **Employer of Choice** Award

reservoir
dogs



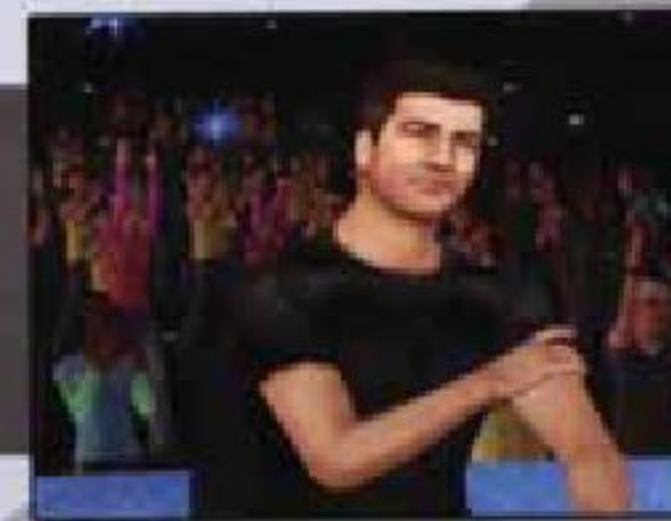
BRATZ
from DIAMONDZ



SpongeBob
SquarePants
CREATURE
FROM THE
KRUSTY KRAB



Karaoke
Revolution
American
Idol



POCKETBIKE
RACER
SNEAK
RING



UBISOFT (MONTREAL)

10

DOWN FROM 6

no. 10 £21.64m

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
	1				
TOM CLANCY'S RAINBOW SIX: VEGAS	UBISOFT	10	XB360, PC	NOV 06	£5.87m
	2				
TOM CLANCY'S SPLINTER CELL: DOUBLE AGENT	UBISOFT	5	PS2, XB, PC ,Wii GC	OCT 06	£2.91m
	3				
FAR CRY: INSTINCTS PREDATOR	UBISOFT	8	XB360	MAR 06	£2.37m
	4				
PRINCE OF PERSIA: THE TWO THRONES	UBISOFT	4	PS2, XB, PC, GC	DEC 05	£2.05m
	5				
TOM CLANCY'S SPLINTER CELL: ESSENTIALS	UBISOFT	18	PSP	APR 06	£1.94

TOTAL:				£15.14m (70% of total revenues)
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CANADA



STUDIO PROFILE

Next-gen seems to be the big priority at Ubisoft Montreal, whose maintaining of its place in the top 10 – although, not the same place, as it falls from last year's six – comes in part from two 360 titles, *Rainbow Six: Vegas* and *Far Cry: Instincts Predator*.

Together having made almost £8m from a userbase of over one million, the two games are key examples of how much Ubisoft understands the investment in software development (as we've also discussed in Ubisoft France's entry). Identifying the toll transition would take, it ramped up production and staff across all its studios and made sure that it had key games ready at crucial moments – so from Montreal the new *Far Cry* was ready for Easter sales, and *Vegas* out for Christmas.

Even with such aggressive development – at one point the *Rainbow Six* game reportedly had 200 staff working on it – 2006 was arguably more of a year of behind-the-scenes activity for the Ubisoft studios based in Quebec (as well as the big operation in the city of Montreal, there's also a 200-strong team in Quebec City), because its teams' biggest projects are due this year.

Lost: The Video Game (based on the TV show) and the adaptation of the *Teenage Mutant Ninja Turtles* movie (which by all reports take cues from other Montreal hits *Far Cry* and *Prince of*

Persia) are two of the top titles when it comes to Ubisoft's attempts to succeed in the licenced game arena – last year's Ubisoft France production *King Kong* needs to be proven as more than a fluke if the publisher part of the Ubi brain wants to be taken seriously next to property magnets Activision, THQ and Vivendi.

However the big hope to come out of Ubisoft Montreal in 2007 is *Assassin's Creed*, produced by the series behind *Prince of Persia: Sands of Time*. It's a brand new IP, and an ambitious multi-format project for next-gen, the creation of which is also helping inform the studio's tools pipeline.

What will also work in Ubisoft Montreal's favour for these and other projects is its very location. Its Quebec basing means it has been privy to the generous tax breaks implemented by the local government for a number of years, which makes the otherwise frightening economies of scale next-gen has the potential to demand a less worrying prospect.

Most recently, Ubisoft and the government announced a deal that sees the company get an extra cash boost to help staff up its studios further with another 1,000 hirings – half for game production roles, the other half for a new animation studio. At the latter, the first project will be an animated short of *Assassin's Creed*, proving just how serious the company is taking the construction of a new games property.

Local tax breaks make the frightening scale of next-gen a less-worrying prospect

STATISTICS

Owned by: Ubisoft

Founded: 1997

Head count: 1,600

Revenue per capita: £13,525

CONTACTS

www.ubi.com

AMAZE ENTERTAINMENT

UP
FROM
29

NO. 11 £21.58m

USA



	TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
	1					
	PIRATES OF THE CARIBBEAN:DEAD MAN'S CHEST	DISNEY INTERACTIVE	4	PSP, DS, GBA	JUL 06	£3.95m
	2					
	THE SIMS 2	ELECTRONIC ARTS	1	DS, GBA	NOV 04	£3.33m
	3					
	LEGO STAR WARS II: THE ORIGINAL TRILOGY	LUCASARTS	1	DS, GBA	SEP 06	£2.66m
	4					
	ICE AGE 2: THE MELTDOWN	VIVENDI GAMES	2	DS, GBA	MAR 06	£2.41m
	5					
	NARNIA: THE LION, THE WITCH & WARDROBE	DISNEY INTERACTIVE	7	DS, GBA	NOV 05	£2.18m

STATISTICS

Owned by: Foundation 9

Founded: 1996

Head count: 300

Revenue per capita: £71,933

CONTACTS

Address: 12421 Willows Road, NE
2000, Kirkland, Washington 98034,
USAwww.amazeent.com

TOTAL: £14.53m (67% of total revenues)

A substantial improvement from its placing in previous years (position 29 in 2006 and 35 in 2005) Amaze is clearly going from strength to strength by focussing on what it knows best: porting high-profile licences to handheld platforms.

Based in the suburbs of Washington, Amaze has also underlined its success over the last 12 months by expanding its staff roster from 200 to 270.

And that's not all. At the close of 2006 Amaze signed a deal to merge forces with Foundation 9. Amaze's labels – KnowWonder, Griptonite, Monsoon and Fizz Factor – will continue to focus on bringing titles such as *Shrek the Third* and the *Pirates of the Caribbean* series to handheld platforms.

Significantly, the combined forces of the two companies, which include studios The Collective,

Backbone Entertainment, Pipeworks, Digital Eclipse and Shiny Entertainment now makes it the largest independent dev in the world (with some 750 staff).

But the new super-developer is keen to keep the brands separate for now and foster their own identities – hence why stablemates Backbone and The Collective can be found elsewhere in the 100 at positions 55 and 67.

TREYARCH

UP
FROM
17

NO. 12 £20.41m

USA



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE	STATISTICS Owned by: Activision Founded: 1996 Head count: 150 Revenue per capita: £136,006 CONTACTS www.treyarch.com
 1 CALL OF DUTY 3	ACTIVISION	3	XB360, PS2, Wii XB	NOV 06	£16.10m	
 2 CALL OF DUTY 2: BIG RED ONE	ACTIVISION	3	PS2, XB, GC	NOV 05	£2.26m	
 3 ULTIMATE SPIDER-MAN	ACTIVISION	4	PS2, XB, GBA, DS GC, PC	OCT 05	£1.64m	
 4 SPIDER-MAN 2	ACTIVISION	1	PS2, XB, GC	JUL 04	£0.32m	
 5 SPIDER-MAN THE MOVIE	ACTIVISION	2	PS2, GC, XB	JUN 02	£0.08m	

When *Call of Duty 2* became the best-selling Xbox 360 launch title it was clear why Treyarch had gone from obscure PC developer to industry heavyweight in the space of eight years. Known mainly for doing a sterling job freshening up the Spider-Man licence for a new generation of kids and consoles, Activision's decision to give the Santa Monica-based developer its massive WWII IP was hardly a risk. Now with the

recently released *Call of Duty 3* doing big numbers on 360, PS3, Wii, PS2 and Xbox Treyarch has gained a reputation not only for quality but also consistency and reliability.

And the future is looking rosy, too. Although not officially announced Treyarch is currently recruiting for its next big project: cross-platform development on the next Bond title (a licence which Activision

secured from EA a year ago). With Treyarch's ability to hit the ground running with new technology, cool as a cucumber project management and design ideas in abundance we can expect Bond to be back on form after a few slender years – just like the recent film.

But all this movie-based licence activity means one thing: don't expect any original IP to emerge from a developer with a nose this close to the grindstone.

EA UK - CRITERION

13
UP
FROM
24

NO. 13 £19.10m

UK



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
	1				
BLACK	ELECTRONIC ARTS	1	PS2, XB	FEB 06	£7.16m
	2				
BATTLEFIELD 2: MODERN COMBAT	ELECTRONIC ARTS	10	XB360, PS2, XB	NOV 05	£3.35m
	3				
BURNOUT REVENGE	ELECTRONIC ARTS	1	XB360, PS2, XB	SEP 05	£3.34m
	4				
HARRY POTTER & GOBLET OF FIRE	ELECTRONIC ARTS	1	PS2, PSP, XB, PC GC	NOV 05	£3.30m
	5				
BURNOUT LEGENDS	ELECTRONIC ARTS	2	PSP	SEP 05	£1.34m

STATISTICS

Owned by: Electronic Arts

Founded: 2006 (formed from
Criterion, EA Chertsey and EA NW)

Head count: 450

Revenue per capita: £42,444

CONTACTS

Address: Onslow House, Onslow
Street, Guildford, Surrey, GU1 4TL,
UK

www.ea.com

TOTAL:

£12.11m (100% of total revenues)

Taking into account the 2006 amalgamation of EA Chertsey and Criterion into a new base in Guildford (and the closure of EA North West), this entry rolls the EA UK teams into one consolidated entry. The bulk of its success, however, comes from the Criterion label (which was 24th last year) and its *Burnout* titles.

Since being acquired in 2004, Criterion has reaped the benefits of aligning itself with EA. Many developers

may produce one popular franchise – the test of greatness is surely coming up with another. *Black* went straight to the top of the charts. Its focus on destructible environments, excessive visual and auditory feedback and weapons of small-scale mass destruction gave it the appellation 'gun porn' and is only the first step in another visceral franchise. But *Burnout* and *Black* aren't just million-selling

blockbusters – they laugh in the face of narrow demographics, appealing to gamers of all tastes.

While activity behind its RenderWare tech has quietened, Criterion has become focused – an ethos EA UK GM Fiona Sperry (the former head of Criterion) wants to roll out to all Electronic Arts' UK games. This also appears to be a part of the *Burnout 5* ethos – creative director Alex Ward says it reinvents the series.

LONDON STUDIO

14

DOWN FROM 10

no. 14 £17.62m

UK



	TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
	1					
	SINGSTAR LEGENDS	SONY	23	PS2	OCT 06	£2.17m
	2					
	SINGSTAR ROCKS!	SONY	13	PS2	APR 06	£2.15m
	3					
	GANGS OF LONDON	SONY	11	PSP	AUG 06	£2.18m
	4					
	SINGSTAR ANTHEMS	SONY	11	PS2	AUG 06	£2.89m
	5					
	SINGSTAR POPWORLD	SONY	7	PS2	MAY 05	£2.01m

STATISTICS

Owned by: Sony
Founded: 1993
Head count: 280
Revenue per capita: £62,929

CONTACTS

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Email: nancy_gatehouse@scee.net
www.scee.com

TOTAL:

£10.52m (60% of total revenues)

On the surface Sony's London Studio seems to be slipping (it was at number six in 2005 and 10th last year) but there's a multitude of ideas and projects bubbling under the surface.

Its R&D department pioneered the excellent *EyeToy* and *SingStar* concepts and this year another all-new project is in the works – *Home*. The PS3's online social virtual world, it's been almost three years in the

making, and is a fairly solid example of the thorough gestation process its ideas go through. It's not the studio's only online endeavour, however. The next milestone will be the introduction of networked commerce (downloadable songs) and community functions (uploadable videos) via *SingStar* for PS3.

In terms of other software the *World Tour Soccer* brand has been a surprise success on PSP and further

iterations on both PSP and PS3 appear imminent. Plus, *The Getaway* is currently receiving a next-generation makeover and could easily surpass the 3.5m units the original attained when it was released on PS2.

Other exciting developments include *Eight Days*, a hoodlum adventure set in sun-scorched Arizona with high-impact vehicle chases and guns-blazing action.



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CRYSTAL DYNAMICS

NEW ENTRY

NO. 15 £16.48m

CANADA

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
 1 TOMB RAIDER: LEGEND	EIDOS	1	PS2, XB360, PSP XB, PC, GC	APR 06	£16.33m
 2 PROJECT: SNOWBLIND	EIDOS	38	PS2, XB, PC	FEB 05	£0.13m
 3 LEGACY OF KAIN: DEFIANCE	EIDOS	10	PC, PS2, XB	FEB 04	£0.02m



STATISTICS

Owned by: Eidos
Founded: 1992
Head count: Undisclosed

CONTACTS

Address: 64 Willow Place, Menlo Park, 94025, California, USA

www.crystald.com

TOTAL: £16.48m (100% of total revenues)

Crystal Dynamics didn't even make the list last year, but one game changed everything: *Lara Croft: Tomb Raider Legend*. After the debacle that was *Tomb Raider: Angel of Darkness* Eidos swiftly changed tack and passed development duties away from Derby-based Core Design and to Crystal before you could say 'badly implemented Parisian sewer level'. It could have been a poisoned chalice, but the San Francisco-

based developer transformed and revitalised Lara, winning over consumers and press alike. In fact, sales of *Tomb Raider: Legend* exceeded 2.6 million within five weeks of release.

Crystal Dynamics came to prominence on the back of titles such as *Gex*, *Pandemonium* and the *Legacy of Kain* series so it knows a thing or two about extracting the most from a franchise. The company is

currently polishing off cross-platform development of *Tomb Raider: Anniversary* (a re-working of Lara's original outing on PSone, Saturn and PC back in 1996) and is likely to lead to more Crystal Lara titles for at least another decade.

There's no official news on any other games coming out of the studio but a new *Kain* title or fresh IP shouldn't be ruled out.



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EPIC GAMES

NEW ENTRY

NO. 16 £15.81m

USA



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
 1 GEARS OF WAR	MICROSOFT	1	XB360	NOV 06	£15.61m
 2 UNREAL CHAMPIONSHIP 2: LIANDRI CONFLICT	MIDWAY	25	XB	APR 05	£0.12m
 3 UNREAL ANTHOLOGY	MIDWAY	607	PC	NOV 06	£0.04m
 4 UNREAL II - THE AWAKENING	ATARI	4	XB	APR 04	£0.02m
 5 UNREAL TOURNAMENT	ATARI	6	PS2	APR 01	£0.01m

STATISTICS

Owned by: Independent
Founded: 1991
Head count: 80
Revenue per capita: £197,625

CONTACTS

Main contact: Mark Rein
Address: mrein@epicgames.com

www.epicgames.com

5

TOTAL:

£15.81m (100% of total revenues)

What a year it's been for Epic. Known mainly for its *Unreal* series of games, Epic has now created a second multi-million selling franchise in *Gears of War*.
Although sequels are unannounced, this brand isn't going anywhere – any game that gets 3m unit sales in 10 weeks is sure to be exploited for all it's worth.
With programming supremo Tim Sweeney as founder, the plain-speaking Mark Rein as vice

president and loquacious Cliff Bleszinski as lead designer – not to mention a loyal team behind them – it's difficult to see how Epic can drop the ball.
But even more impressive than the resplendent games they've released in the last couple of years is the technology that drives everything. *Unreal Engine 3* is fast becoming something of an industry standard, with a number of publishers licensing the engine.

While the company is currently finishing work on *Unreal Tournament III* for PC, Xbox 360 and PS3, you can expect to see it offering further support for its tech and licensing partners.
Which leaves just one question – with a must have technology, best-selling IP, and an established history, what's the chance of Epic and *Unreal* being bought, like Criterion and Renderware was?

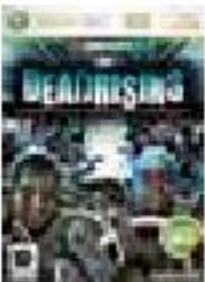
CAPCOM

17
DOWN FROM 12

NO. 17 £15.58m

JAPAN



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
	1				
DEAD RISING	CAPCOM	1	XB360	SEP 06	£6.68m
	2				
RESIDENT EVIL 4	CAPCOM	5	GC PS2	MAR 05 NOV 05	£1.73m
	3				
MONSTER HUNTER: FREEDOM	CAPCOM	20	PSP	MAY 06	£1.26m
	4				
ONIMUSHA: DAWN OF DREAMS	CAPCOM	26	PS2	MAR 06	£0.62m
	5				
STREET FIGHTER ALPHA 3 MAX	CAPCOM	28	PSP	MAR 06	£0.61m

STATISTICS

Owned by: Capcom Co. Ltd

Founded: 1979

Head count: 800

Revenue per capita: £19,475

CONTACTS

UK address: 9th Floor, 26-28
Hammersmith Grove, London,
W67 HA

Tel: 0208 846 2550

www.capcom-euro.com

TOTAL: £10.91m (70% of total revenues)

Surely one of the biggest surprises of 2006 was *Dead Rising* – not so much for the (nevertheless impressive) sales it achieved, but for the way it transmogrified from button-mashing tech demo to multi-layered action adventure in just a few months.

Elsewhere in the Capcom stable, the magnificent *Resident Evil 4* continued to sell into 2006, and deservedly so, while *Onimusha: Dawn of Dreams* and

Monster Hunter: Freedom managed to notch up relatively healthy sales.

So what's next for one of the industry's most creative companies? If the likes of the recently-released *Lost Planet* are anything to go by, then more innovation, left-field thinking and high review scores. And the big franchises – including *Resident Evil* and *Devil May Cry 4* – are all getting next-gen treatment.

There is a bittersweet tinge to some of the company's activity to chase better-selling product, however. In 2006 it announced its Clover studio was to close. The team had produced a number of iconic games that didn't really fulfil their sales potential, such as *Viewtiful Joe*, but found strong core audiences. Ironically one of its final games (*Okami*, released in Feb 2007) rocketed to the top of the PS2 chart.

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SPORTS INTERACTIVE

18

UP
FROM
26

NO. 18 £15.49m

UK



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
 1 FOOTBALL MANAGER 2007	SEGA	1	PC, PSP, XB360	OCT 06	£9.28m
 2 FOOTBALL MANAGER 2006	SEGA	2	PC, PSP, XB360	SEP 05	£5.83m
 3 FOOTBALL MANAGER 2005	SEGA	3	PC	NOV 04	£0.19m
 4 CHAMPIONSHIP MANAGER: SEASON 01/02	EIDOS	1	PC, XB	OCT 01	£0.06m
 5 CHAMPIONSHIP MANAGER 4	EIDOS	1	PC, MAC	MAR 03	£0.05m

STATISTICS

Owned by: Sega

Founded: 1994

Head count: 38

Revenue per capita: £407,631

CONTACTS

Address: PO Box 60255, London
EC1P 1GG, UK

www.sigames.com

TOTAL:

£15.42m (100% of total revenues)

The last couple of years at Sports Interactive has been eventful to say the least.

First it severed ties with previous publisher Eidos, found friends at a newly resurgent Sega Europe, and was finally acquired by Sega in 2006 for an estimated £30m.

In terms of output it hasn't been shirking responsibility, either – developing a 2006 and 2007

iteration of the excellent *Football Manager* on Xbox 360, PC and PSP. Sega took a calculated risk going head to head against Eidos' own *Championship Manager* brand, but if sales – and Metacritic – are anything to go by then Sports Interactive is way in front on points and with two games in hand.

But enough of the terrace puns, SI has also been introducing its addictive number-crunching skills to

other sports including Ice Hockey, with the *NHL East Side Hockey Manager* series, and Baseball, with the *Out of the Park Baseball* titles. However the former struggled via its digital distribution only sales in the US, its target market, due to piracy – according to Sports Interactive – and development has been halted.

But that's just a blip: *Football Manager* is its asset and continues to do well, whatever the weather.

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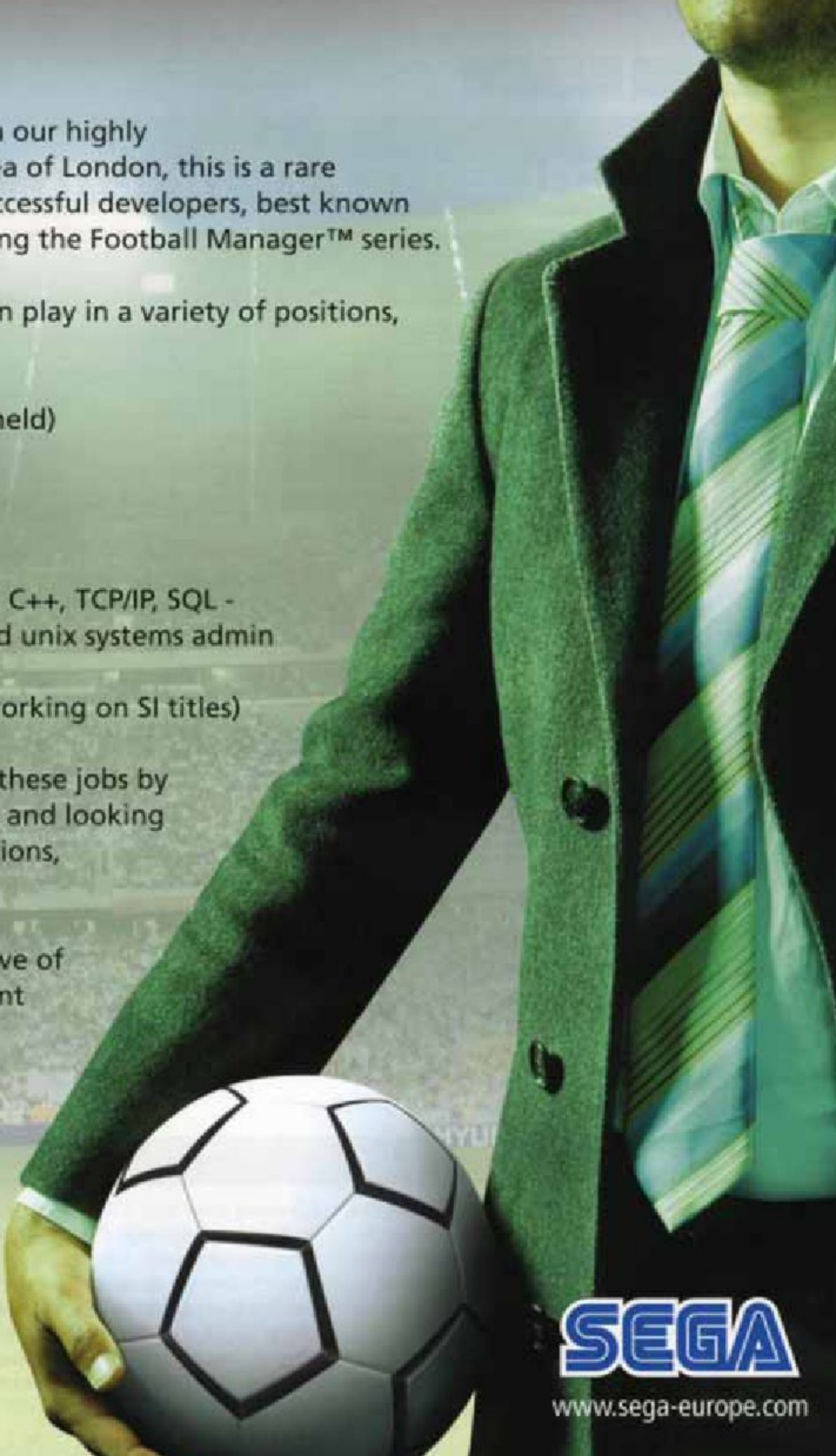
QA Manager

Senior Programmer (with experience with C++, TCP/IP, SQL - involves use of client-server architecture, and unix systems admin skills are highly beneficial)

Senior Producer (a SEGA based role, but working on SI titles)

You can find more information about all of these jobs by going to www.sega-europe.com/en/jobs and looking at both the SEGA and Sports Interactive sections, where you can also submit your CV.

It's beneficial, but not essential, to have a love of sport, particularly football, as well as a decent knowledge of our previous titles.



SEGA

www.sega-europe.com

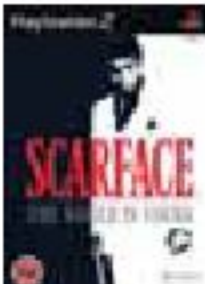
RADICAL ENTERTAINMENT

19
UP
FROM
21

NO. 19 £15.05m

CANADA



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
	1				
SCARFACE: THE WORLD IS YOURS	VIVENDI GAMES	2	PS2, XB, PC	OCT 06	£7.77m
	2				
THE SIMPSONS: HIT & RUN	VIVENDI GAMES	2	PS2, XB, PC, GC	NOV 03	£3.19m
	3				
CRASH TAG TEAM RACING	VIVENDI GAMES	19	PSP, PS2, XB, GC	NOV 05	£2.44m
	4				
INCREDIBLE HULK: ULTIMATE DESTRUCTION	VIVENDI GAMES	5	PS2, XB, GC	SEP 05	£0.47m
	5				
THE COMPLETE CSI	UBISOFT	188	PC	DEC 06	£0.32m

STATISTICS

Owned by: Vivendi Games

Founded: 1991

Head count: 230

Revenue per capita: £65,455

CONTACTS

Address: 8th Floor, 369 Terminal
Avenue, Vancouver, British
Columbia, V6A 4C4, Canada
Tel: +1 604 688 0606
www.radical.ca

TOTAL: £14.19m (94% of total revenues)

To some extent Radical is still living off the kudos, not to mention royalties, from the runaway success of *The Simpsons: Hit & Run* which is still selling bucket loads a full three years after its original release. It must be noted, however, that the money from that game for publisher-owner Vivendi is starting to run out.

So *Scarface: The World is Yours* was a big game for Radical – if only to prove it could achieve success with

something other than a Simpson's inspired title. The resulting game on Xbox, PS2 and PC was met with some critical plaudits but slipped numerous times before its eventual release. Still, the numbers don't lie; £8m worth of sales (predominantly on PS2, we might add) in the UK must have settled a few nerves at the company. Resurrecting old movie property is never an easy task, but while *Scarface* did garner moderate to

good review scores Vivendi is unlikely to say hello to a sequel – especially given it was itself a sequel to the iconic Al Pacino movie.

There's little firm information on what the studio is currently developing but since kid-friendly Vivendi calls the shots you can expect a stream of best-selling, if predictable, character-based licensed titles to pour out of its doors over the next couple of years.

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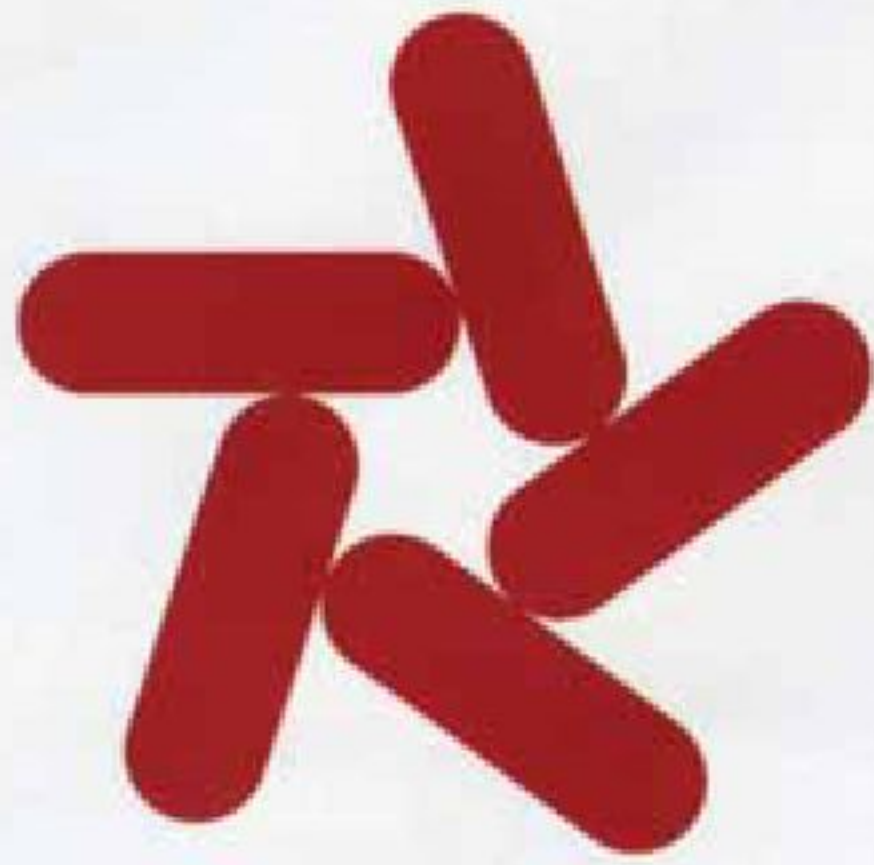
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RELENTLESS STUDIOS

20

UP
FROM
43

NO. 20 £14.05m

UK



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1  BUZZ! THE BIG QUIZ	SONY	3	PS2	MAR 06	£9.41m
2  BUZZ! THE MUSIC QUIZ	SONY	13	PS2	OCT 05	£4.64m
3  DJ - DECKS & FX	SONY	842	PS2	SEP 04	£0.01m



STATISTICS

Owned by: Independent

Founded: 2003

Head count: 45

Revenue per capita: £312,223

CONTACTS

Main contact:

David Amor & Andrew Eades

Address: One Air Street
Brighton, BN1 3FB, UK

Email:

andrew.eades@relentless.co.uk

www.relentless.co.uk

TOTAL: £14.05m (100% of total revenues)

This Brighton-based outfit makes games that can be picked up and played by anyone, and is proud of it. Its first title *DJ Decks & FX* didn't sell particularly well, but showed the kind of cultural savvy Sony had secured with a first-party publishing deal. And after careful collaboration the two devised the superb *Buzz!* series

Buzz! The Music Quiz and *Buzz! The Big Quiz* have introduced games to plenty of people who would

otherwise ignore them, as well as getting the party started at many a Christmas gathering.

The series has also helped the team win both *Develop* awards and BAFTAs.

Buzz! for now remains the studio's focus in the short-term, with *Buzz! The Mega Quiz* imminent and interesting spin-off *Buzz! The Schools Quiz* currently in development. This latter is backed by the UK's

Department for Education and Skills and, if taken seriously by schools, could prove to be a winner over the next few years. Although unlikely to take over from exams, we look forward to the day school lessons revolve around pressing big red buttons.

And the long-term? The studio is currently recruiting for staff to support an unannounced new Sony first-party title it describes as 'cartoon like'.



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SONIC TEAM

21
DOWN
FROM
19

NO. 21 £12.89m

JAPAN



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
 1 SONIC RUSH	SEGA	26	DS	NOV 05	£4.01m
 2 SONIC RIDERS	SEGA	17	PS2, XB, GC, PC	MAR 06	£2.28m
 3 SONIC THE HEDGEHOG	SEGA	45	XB360	NOV 06	£2.27m
 4 SONIC HEROES	SEGA	1	PS2, XB, PC, GC	FEB 04	£1.50m
 5 SONIC MEGA COLLECTION PLUS	SEGA	1	XB, PS2, PC	FEB 05	£1.41m

STATISTICS

Owned by: Sega

Founded: 2001

Head count: 152

Revenue per capita: £84,802

CONTACTS

Address: 1-2-12 Haneda, Ota-Ku,
Tokyo 144-8531Tel: 81-72-224-5155
www.sonicteam.com

TOTAL: £11.47m (89% of total revenues)

The history of Sonic Team is not the most straightforward. It originally started out as AM8 (one of Sega's blandly named subsidiary companies before the demise of Dreamcast). After Sega's major restructuring of 2001 the studio morphed into Sonic Team to deal with everything Sonic-related. It was headed up by Yuji Naka and in 2003 eventually subsumed United Game Artists (formerly Sega AM9).

But in a shift which surprised many, Naka left the company with ten other employees to set up Prope in April 2006.

Whatever difficulties this team is going through, behind the scenes one thing is constant: *Sonic The Hedgehog's* huge popularity. While the blue erinaceinae has not been on best form of late any game bearing his brand sells a million effortlessly. Just

look at the recently released Wii-exclusive *Sonic and the Secret Rings*, which will help Sonic Team secure another high place next year.

However, other previous Sonic Team titles – such as *Billy Hatcher and the Giant Egg* and *The Rub Rabbits* – show the team's desire to innovate and break out of their boundary, so don't rule out fresh IP to complement more Sonic shenanigans later this year.

BETHESDA

22

NEW ENTRY

NO. 22 £11.11m

USA



TOP TITLES		PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE	STATISTICS Owned by: ZeniMax Founded: 1986 Head count: Undisclosed CONTACTS Main Contact: Pete Hines Address: Bethesda Softworks LLC 1370 Piccard Drive, Suite 120 Rockville, MD 20850, USA Email:phines@bethsoft.com www.bethsoft.com	
	1	THE ELDER SCROLLS IV: OBLIVION	TAKE 2	1	XB360, PC	MAR 06		£10.58m
	2	MORROWIND: GAME OF THE YEAR EDITION	UBISOFT	48	XB, PC	NOV 03		£0.28m
	3	THE ELDER SCROLLS IV KNIGHTS OF THE NINE	UBISOFT	163	PC	NOV 06		£0.18m
	4	ELDER SCROLLS III: MORROWIND	UBISOFT	10	XB, PC	MAY 02		£0.06m
	5	F-16 AGGRESSOR	AVALON	116	PC	MAY 01	£0.01m	
TOTAL:						£11.11m	(100% of total revenues)	

This is the first time on the list for Bethesda – but what a way to do it.

The Elder Scrolls IV: Oblivion has picked up a multitude of awards since it was released on Xbox 360 and PC and racked up an impressive sales value. The game shows an astonishing level of detail and openness that puts even the *Grand Theft Auto* titles to shame. Sure, critics have noted the quirks, the occasional bug and a kind of dead feel to some of the towns and cities, but with so much to see, do and experiment with this one title catapulted the company straight into the top league for next-gen.

Bethesda Softworks, which is actually a division of larger media company Zenimax Media, is not shy to try other things and among its copious softography you can find property as diverse as *Pirates of the Caribbean*, *Call of Cthulhu*, *IHRA Professional Drag Racing* and a host of *Star Trek* licensed games.

Although the company is unlikely to focus solely on *Elder Scrolls* it's clear the studio knows that this is where the money is. Expansions have sold well both at retail and via Xbox Live – despite some controversy on the latter regarding price – proving that this is one cashcow that isn't dying off any time soon.

NAMCO

23

V
DOWN
FROM
14

NO. 13 £13.68m

JAPAN



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
	1				
TEKKEN: DARK RESURRECTION	SONY	12	PSP	SEP 06	£2.61m
	2				
RIDGE RACER 6	ELECTRONIC ARTS	25	XB360	JAN 06	£0.93m
	3				
RIDGE RACER	SONY	1	PSP	SEP 05	£0.84m
	4				
ACE COMBAT: THE BELKAN WAR	SONY	21	PS2	SEP 06	£0.73m
	4				
SOULCALIBUR III	SONY	49	PS2	NOV 05	£0.65m

STATISTICS

Owned by: Bandai Namco Games

Founded: 1955

Head count: 1,000

Revenue per capita: £13,680

CONTACTS

Address: 5th Floor Panton House, 25
Haymarket, London, SW1Y 4EN, UK

Tel: 0207 484 3350

Email: info@namco.com

www.namco.com

TOTAL:

£13.67 m (100% of total revenues)

Though Namco merged with Bandai to form Namco Bandai holdings back in 2005 the fruits of that relationship have yet to be harvested. And looking at the raw data it would appear that Namco is happy to rest on its laurels for the time being, producing yet more *Tekken*, *Ace Combat* and *Ridge Racer* sequels.

Early 2006 saw the opening of a US subsidiary to deal with e-commerce and mobile game, although

this has mostly resulted in the porting of arcade stalwarts such as *Pac-Man* and *Galaxian*.

The only glimmer of originality of late was Keita Takahashi's strange and enchanting *Katamari Damacy*, which reaped few rewards in terms of global sales, even when EA Partners pushed it in Europe. Takahashi's reluctance to let the game be iterated and sequelised was at odds with the Namco

ethos, and seems to have limited the series' outings to just two PS2 games and a PSP title.

Currently, *Ridge Racer 7* for PS3 is racking up decent sales and a next-gen revamp of *Ace Combat* is inevitable, if only because Namco seems to hold on to its franchises, and its past, so valiantly. Still, this is a company that consistently hits the top 30 grade every year, so something is clearly working.

A2M

24

UP
FROM
55

NO. 24 £10.90m

CANADA



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
 1					
HAPPY FEET	MIDWAY	7	DS, PS2, GBA, PC Wii	NOV 06	£4.92m
 2					
SCOOBY DOO: UNMASKED	THQ	51	DS, PS2, GBA, XB GC	SEP 05	£1.59m
 3					
MONSTER HOUSE	THQ	12	PS2, DS, GBA, GC	AUG 06	£1.58m
 4					
SCOOBY-DOO! MYSTERY MAYHEM	THQ	12	GBA, PS2, XB, GC	NOV 03	£1.01m
 5					
CHICKEN LITTLE	DISNEY INTERACTIVE	9	GBA	FEB 06	£0.53m

STATISTICS

Owned by: Independent

Founded: 1992

Head count: 380

Revenue per capita: £28,684

CONTACTS

Main contact: Remi Racine

Address: 416 Maissonneuve West,
Suite 600, Montreal, Quebec, H3A
1LA, Canada

Email: remi.racine@a2m.com

www.a2m.com

TOTAL:

£9.64m (88% of total revenues)

The big leap up the charts for A2M (from position 55 last year) is largely down to the phenomenal success of movie tie-in *Happy Feet*. This is the company's biggest hit to date and although it has achieved superb sales by churning out annual *Scooby-Doo* titles, *Happy Feet* ensures a future developing games based on kid-friendly cartoon and movie properties for a very long time. Disney is currently on board with

the soon to be released *Kim Possible: Global Gemini*, THQ has had relative success with *Monster House* and if *Happy Feet* is anything to go by Midway will no doubt be coming back for more

A2M (which stands for Artificial Mind & Movement) is based in Montreal and prides itself on team spirit, diversity and creativity. Yes, it is known for cartoon games but its past is also peppered with

chancy, though ultimately disappointing, urban games including *Get on Da Mic* and *Flow: Urban Dance*. Regardless, publishers with satchels full of tot-focused licences can't stop knocking on its door, knowing that it is a studio to trust.

And with the studio promising that it has its own new handheld and console games in the works, there's every chance it will be back here next year.

EA LA

25

DOWN
FROM
20

NO. 25 £9.59m

USA



	TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
	1 LOTR: THE BATTLE FOR MIDDLE-EARTH II	ELECTRONIC ARTS	5	PC, XB360	JUL 06	£5.49m
	2 COMMAND & CONQUER: THE FIRST DECADE	ELECTRONIC ARTS	53	PC	FEB 06	£1.34m
	3 MEDAL OF HONOR: EUROPEAN ASSAULT	ELECTRONIC ARTS	1	PS2, XB, GC	JUN 05	£1.11m
	4 LOTR: BATTLE FOR MIDDLE-EARTH II: THE WITCH-KING	ELECTRONIC ARTS	81	PC	DEC 06	£0.52m
	4 LOTR: THE BATTLE FOR MIDDLE-EARTH	ELECTRONIC ARTS	15	PC	DEC 04	£0.42m

STATISTICS

Owned by: Electronic Arts

Founded: 1995

Head count: 500

Revenue per capita: £19,180

CONTACTS

Address: 5510 Lincoln Boulevard,
Playa Vista, Los Angeles, California
90094, USA

www.eala.com

TOTAL:

£8.87m (93% of total revenues)

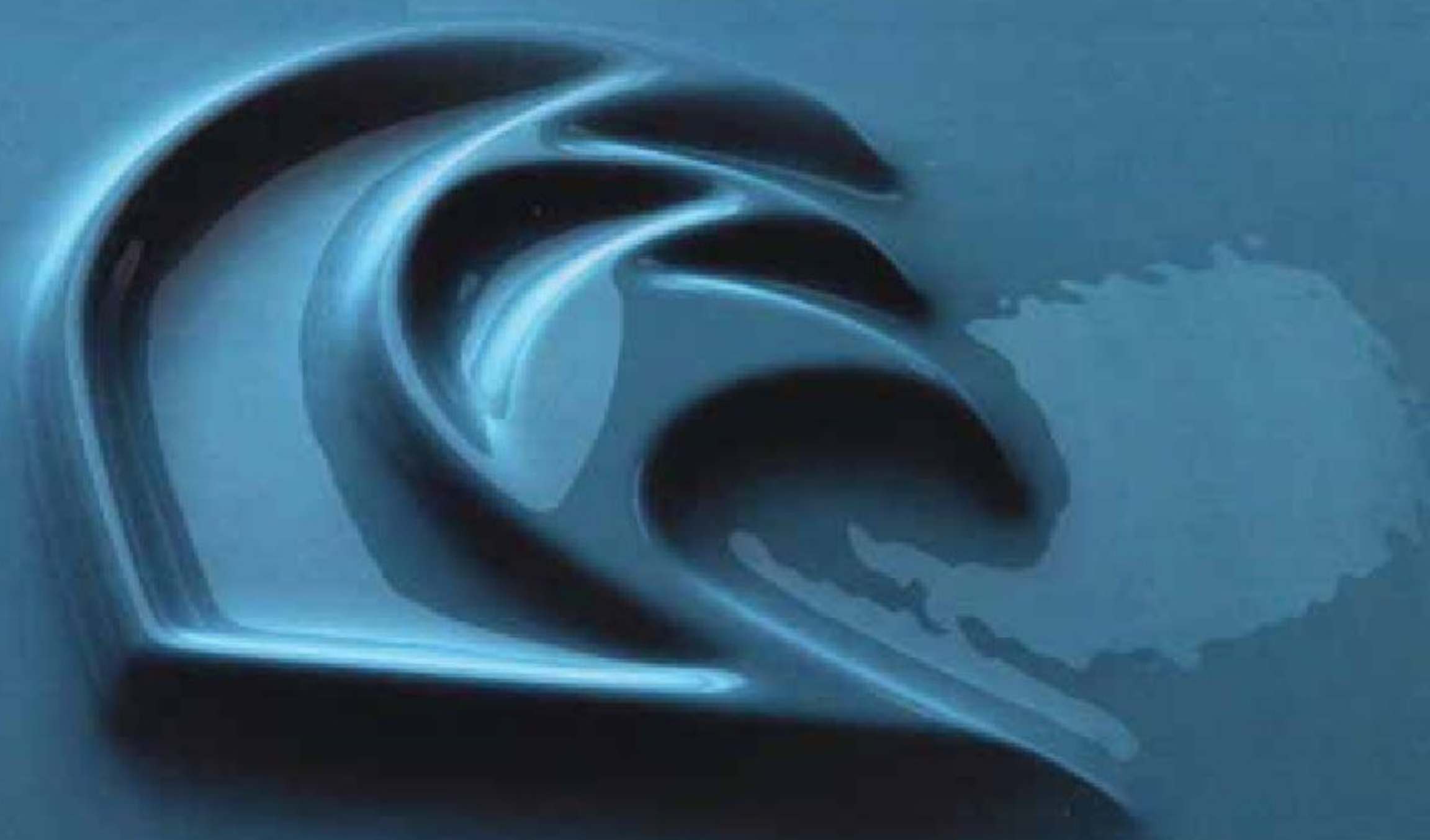
Look at EA LA's recent product list and there's an air of predictability about it: *Medal of Honor: Rising Sun*, *Medal of Honor: Pacific Assault*, *Command & Conquer: Generals*, *Command & Conquer: The First Decade*, *Lord of the Rings: Battle for Middle Earth*, *Lord of the Rings: Battle for Middle Earth II*. It doesn't take a soothsayer to tell you what's coming next. Which isn't to denigrate the studio for delivering what the public wants –

quality updates of very popular franchises. The numbers are still impressive when you consider there's been considerable upheaval (DreamWorks, EA Pacific and Westwood studios all merged to form this new EA hub) with a 2003 relocation to the new campus at the Playa Vista complex in West LA.

Now numbering over 500 staff EA LA looks like it has settled down after a bout of 'internal balancing' –

one Lord of the Rings game, *The Grey Council*, is now on hold as EA lessens its focus on licences.

Medal of Honor: Airborne and *Command & Conquer 3: Tiberium Wars* are due in 2007, but the studio has assigned some of its top designers to work on three titles co-devised with Steven Spielberg. It would certainly be refreshing to see all those Hollywood resources used to generate something truly original.



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www.bluegfx.com

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HB STUDIOS

26

UP
FROM
32

NO. 28 £8.27m

CANADA



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
 1					
FIFA STREET 2	ELECTRONIC ARTS	1	PSP	MAR 06	£3.57m
 2					
RUGBY 06	ELECTRONIC ARTS	4	PS2, XB, PC	FEB 06	£2.59m
 3					
CRICKET 07	ELECTRONIC ARTS	33	PS2, PC	NOV 06	£2.28m
 4					
CRICKET 2005	ELECTRONIC ARTS	4	PS2, PC, XB	JUN 05	£0.31m
 5					
RUGBY 2005	ELECTRONIC ARTS	6	PS2, XB, PC	MAR 05	£0.23m

STATISTICS

Owned by: Independent

Founded: 2000

Head count: 60

Revenue per capita: £137,834

CONTACTS

Main contact: Melanie Williams

Address: The Hive Box, 725
Lunenburg, Nova Scotia, B0J 2C0,
Canada

Email: melaniew@hb-studios.com

TOTAL:

£7.78m (94% of total revenues)

HB Studios keeps going from strength to strength and improves considerably from its already-impressive 32nd place in last year's *Develop 100* list.

The independent developer has released three hit titles in the last 12 months – *FIFA Street 2* (PSP only), *Rugby 06* and *Cricket 07* – and continues to impress with its ability to deliver very British sports from its Canadian HQ.

Now numbering 60 staff the future continues to look rosy with *UEFA Champions League 2006-2007* (PS2, PC and PSP) already released.

The only question mark hanging over HB Studios is its ability to move up to next-generation development. Although the company is likely to continue on existing platforms for a while, the move will need to be made very soon if it is to keep pace in

an ever-changing industry. There are encouraging signs this is on the cards however and a co-development deal with EA Canada to bring *Madden NFL 07* to Wii will no doubt pave the way.

Other than this HB Studios boast four other projects in development but no firm announcements have been made as we go to print. In all likelihood they will all include a sports ball of some kind.

CODEMASTERS

27
UP
FROM
31

NO. 27 £8.83m

UK



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
	1				
TOCA RACE DRIVER 3	CODEMASTERS	2	PS2, XB, PC	FEB 06	£3.60m
	2				
LMA MANAGER 2007	CODEMASTERS	4	PS2, XB360, PC	SEP 06	£2.82m
	3				
LMA MANAGER 2006	CODEMASTERS	13	PS2, XB	NOV 05	£1.40m
	4				
COLIN MCRAE RALLY 2005	CODEMASTERS	10	PS2, XB, PC	SEP 04	£0.54m
	5				
COLIN MCRAE RALLY 3	CODEMASTERS	3	XB, PS2 PC	OCT 02	£0.09m

STATISTICS

Owned by: Codemasters

Founded: 1986

Head count: 250

Revenue per capita: £35,320

CONTACTS

Main contact: Gavin Cheshire,
VP of Studos

Address:

Stoneythorpe, Southam,
Warwickshire, CV47 2DL, UK

Tel: +44 (0) 1926 814 132

www.codemasters.com

www.thenewbreed.info

TOTAL:

£8.45m (96% of total revenues)

Codemasters has never been afraid to try new things and while 2006's output hardly reads like a catalogue of originality, the future couldn't be more different.

In external development a vast amount of cash is being injected into MMO ventures *Archlord*, *Dungeons & Dragons Online* and *Lord of the Rings Online*, the latter being the big hope of establishing an online presence to rival Blizzard's *World of Warcraft*. And

internally the *TOCA*, *Brian Lara*, *LMA Manager*, *Operation Flashpoint* and *Colin McRae* lines deliver solid sales. Fresh updates of all are due out this year, with *Colin McRae: Dirt* shaping up particularly well.

The biggest step, however, is the introduction and creation of a game currently known only as Project Strike Team. A new IP and a new genre reputedly beckon – but following on from the creation of in-

house next-gen engine Neon, the team seems perfectly poised to take on the challenge.

From a corporate point of view, Codemasters is continually strengthening; its third party publishing sister division boasts a varied portfolio that no doubt owes something to the appointments back in 2005 of Rod Cousins (CEO) and Chris Deering as chairman. Everything points to a vibrant, forward-looking studio.

PANDEMIC STUDIOS

28

DOWN
FROM
2

NO. 28 £8.32m

USA



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
	1				
STAR WARS: BATTLEFRONT II	LUCASARTS	1	PS2, XB, PC	OCT 05	£4.30m
	2				
DESTROY ALL HUMANS! 2	THQ	19	PS2, XB	OCT 06	£2.07m
	3				
DESTROY ALL HUMANS!	THQ	2	PS2, XB	JUN 05	£0.65m
	4				
STAR WARS: BATTLEFRONT	LUCASARTS	1	PS2, XB, PC	OCT 04	£0.61m
	5				
MERCENARIES	LUCASARTS	1	PS2, XB	FEB 05	£0.25m

STATISTICS

Owned by: Bioware-Pandemic

Founded: 1998

Head count: 305

Revenue per capita: £27,279

CONTACTS

Main contact: Josh Resnick

Address: 1100 Glendon Ave,
19th Floor, Los Angeles, California
90024, USA

Tel: +1 310 450 5199

www.pandemicstudios.com

TOTAL:

£7.89m (95% of total revenues)

Sure, it's quite a climb down from second place last year to 27 in the 2007 edition but we all know that last year was one of consolidation for Pandemic after its merger with Bioware (both have retained their brands and identities since the deal, however).

With *Mercenaries 2: World in Flames* due out from Pandemic later this year, thanks to a publishing deal with EA, no one expects anything else but a stellar

year for the studio and its holding company as their first big multi-format project arrives.

But that's not all – both Pandemic and sister studio Bioware are extolling the virtue of offering exciting fresh IP.

At Pandemic this takes the form of three prospects still cloaked under the monikers Project X, Y and Z. There's also a good chance that THQ may

be looking to place more work with Pandemic judging by the reception its two *Destroy All Humans* games have received, although the company is likely to be among the more expensive to commission given its growing reputation.

It may be asking too much to expect the company to return to its second place next year, but it's unlikely to be this far down the list.



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RAINBOW STUDIOS

29

NEW
ENTRY

NO. 29 £8.25m

USA



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
	1				
CARS	THQ	1	PS2, XB, GC	JUN 06	£7.82m
	2				
MX VS ATV ON THE EDGE	THQ	79	PSP	MAR 06	£0.93m
	3				
MX VS ATV UNLEASHED	THQ	22	XB, PS2, PC	JUN 05	£0.24m
	4				
MOTOCROSS MADNESS 2	EMPIRE	103	PC	OCT 02	£0.03m
	5				
MX UNLEASHED	THQ	90	PS2, XB	MAR 06	£0.02m

STATISTICS

Owned by: THQ

Founded: 1986

Head count: 200

Revenue per capita: £41,250

CONTACTS

Address: 4722 N 24th St, Phoenix,
AZ 85016, USATel: +1 602 230 1300
info@rainbowstudios.com

TOTAL:

£8.24m (100% of total revenues)

An inaugural listing for a developer that largely focuses on games based on vehicular extreme sports.

But it was the Disney Pixar blockbuster *Cars* that brought it to the attention of the world. Released on practically every platform, the game has notched up over £7m in sales and was one of THQ's biggest success stories of 2006. Although none of the SKUs

garnered particularly favourable review scores this is a studio clearly capable of shipping licensed product on time and on budget.

Other notable 2006 achievements were the roll-out of the box-ticking *Motocross* titles.

Now wholly owned by THQ and based in Phoenix, Arizona, Rainbow Studios is likely to see a lot of work

coming its way involving existing THQ properties (but let's hope there's not a glut of games involving WWE characters driving karts).

Just like A2M (positioned at number 24) Rainbow's success this year is largely – no, wholly – down to the potency of a licence, so it's anyone's guess if it will get in the top 100 next year.

CLIMAX

30

UP
FROM
77

NO. 30 £8.17m

UK



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
 1 WHO WANTS TO BE A MILLIONAIRE: PARTY ED.	EIDOS	14	PS2, PSP, PC	NOV 06	£3.00m
 2 MOTO GP 06	THQ	4	XB360	JUN 06	£2.47m
 3 ATV: OFFROAD FURY 3	SOUTH PEAK	59	PS2, PSP	FEB 06	£0.81m
 4 SPONGEBOB: SUPER SPONGE	THQ	47	GBA, PSX	NOV 05	£0.65m
 5 DISNEY'S W.I.T.C.H.	DISNEY INTERACTIVE	312	GBA,	FEB 06	£0.18m

STATISTICS

Owned by: Independent

Founded: 1988

Head count: 220

Revenue per capita: £37,136

CONTACTS

Main contact: Karl Jeffery, CEO

Address: Climax, 7-10 Somerville
Office, North Promenade Building,
Gunhawf Quays, Portsmouth,
Hamps PO1 3TT, UK

Tel: 02392 863675

www.climaxgroup.com

TOTAL:

£7.11m (87% of total revenues)

A significant jump up the charts from 77 for one of the UK's largest developers, Climax has a big studio mentality but still hasn't delivered that triple-A title to send it into the super league. Although the superb *MotoGP* series on Xbox and Xbox 360 came closest, other ambitious projects (such as the RPG *Sudeki*) eventually took the company two steps back rather than one step forward.

So, at the back end of 2006 Climax restructured to meet the new demands of next-gen development. It sold its Brighton studio to BVG and expanded its Portsmouth and London offices to take on 70 extra staff. Its development teams in Santa Monica have also been shut down.

This should set the company up for good things going forward. Recent activity has focused around

the release of *Ghost Rider* and other work for hire exercises. One of those is responsible for Climax's vault up the listing this year – *Who Wants To Be A Millionaire: Party Edition*.

But those are just bread and butter titles. The meat is in its next stab at a triple-A game, *The Fixer*, designed for 360 and PS3, it's an action adventure with a few twists, and is one to watch out for.

TEAM 17

31

UP
FROM
83

NO. 31 £8.15m

UK



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
	1				
WORMS: OPEN WARFARE	THQ	13	PSP, DS	MAR 06	£3.77m
	2				
LEMMINGS	SONY	12	PSP	MAR 06	£2.63m
	3				
WORMS 4: MAYHEM	CODEMASTERS	11	PS2, XB, PC	JUL 05	£0.64m
	4				
LEMMINGS	SONY	66	PS2	OCT 06	£0.38m
	5				
WORMS FORTS: UNDER SIEGE	SEGA	66	PS2, PC, XB	NOV 04	£0.21m

STATISTICS

Owned by: Independent

Founded: 1990

Head count: 75

Revenue per capita: £108,666

CONTACTS

Main contact: Martyn Brown

Address: Longlands House,
Wakefield Rd, Osset, West Yorks
WF5 9JS, UK

Tel: +44 1924 267 776

Email: martyn@team17.com

www.team17.com

TOTAL:

£7.63m (94% of total revenues)

If there's one common factor among developers down past the 30 mark it's that they often rely on one property to keep them cash rich.

Not so for Team 17, a company that can boast two major franchises to milk over the next few years

While *Lemmings* may be getting old in the tooth for some, there's no doubting that Team 17's PSP version was fantastically well done and a welcome

antidote to all the racing and action games that greeted the system around the time of launch.

The studio also married the series and the PlayStation brand for an EyeToy-compatible PS2 release, and has produced a downloadable version for the PlayStation Store.

However it's the company's own *Worms* IP which continues to generate the most income – the

simplicity, humour and OTT weapons proving as popular now as they did when the series first arrived in 1996.

The company is one of the oldest Britsoft survivors and there's a feeling that it will regularly find ways to use *Worms* to its advantage – after a long run on consoles and PC, and a great turn on DS and PSP, the latest version is for Xbox Live Arcade.



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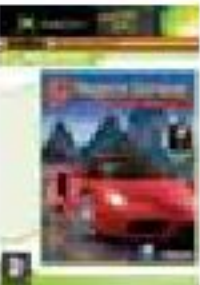
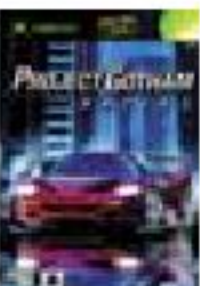
32

UP
FROM
73

NO. 32 £8.05m

UK



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
 1					
PROJECT GOTHAM RACING 3	MICROSOFT	9	XB360	DEC 05	£7.25m
 2					
PROJECT GOTHAM RACING 2	MICROSOFT	17	XB	DEC 03	£0.75m
 3					
PROJECT GOTHAM RACING	MICROSOFT	5	XB	MAR 02	£0.03m
 4					
TREASURE PLANET	UBISOFT	16	GBA, PS2, PSX	FEB 03	£0.02m

STATISTICS

Owned by: Independent

Founded: 1994

Head count: 125

Revenue per capita: £64,400

CONTACTS

Main contact: Martin Chudley

Address: 1 Abbots Quay, Monks Ferry,
Birkenhead, CH41 5LH, UK

Email: pub@bizarrecreations.com

www.bizarrecreations.com

TOTAL:

£8.7m (100% of total revenues)

For a developer that's only recognised for one property, Bizarre Creations has an interesting back catalogue. From platform puzzler and combat titles *Fatal Rewind* and *Gun Crazy* through to its first breakthrough *Formula 1* title back in 1996, Bizarre has always had a democratic air and kept its teams happy with games they want to work on. It even stopped off for some cartoon adventures with *Fur Fighters* and

Treasure Planet back when Dreamcast and PS2 were still fighting it out.

But it's the *Project Gotham* games that have sealed the company's reputation, the latest on Xbox 360 generating the most revenue to date by far.

Major titles in the pipeline include *Project Gotham 4* and *The Club*, the former published by Microsoft, the latter by Sega. *The Club* is by far the most interesting,

reputedly redefining the third-person action genre with a focus on high-impact gun play.

Of other interest is Bizarre's commitment to Xbox Live Arcade, with soon to be released *Boom Boom Rocket* (made for EA) and the ever-popular *Geometry Wars* having been made available for Vista as well.

Bizarre is now recognised as a big player and not likely to drop out of this chart in a hurry.

VICARIOUS VISIONS

33

V
DOWN
FROM
23

NO. 33 £8.04m

USA



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
 1 OVER THE HEDGE	ACTIVISION	3	DS, GBA	JUN 06	£2.27m
 2 MADAGASCAR	ACTIVISION	1	DS, GBA	JUN 05	£1.70m
 3 SPIDER-MAN 2	ACTIVISION	1	PSP, DS	MAR 05	£0.55m
 4 MARVEL ULTIMATE ALLIANCE	ACTIVISION	24	PSP, WII	NOV 06	£0.52m
 5 X-MEN LEGENDS II: RISE OF APOCALYPSE	ACTIVISION	11	PSP	NOV 06	£0.48m

STATISTICS

Owned by: Activision

Founded: 1992

Head count: Undisclosed

CONTACTS

Address: 150 Broadway, Suite 205,
Albany, New York, 12204, USA

Tel: +1 518-701-2500

www.vvisions.com

TOTAL:

£5.52m (69% of total revenues)

Known mainly for producing robust and supremely playable handheld games, Vicarious Visions is now beginning to feel its way on next-generation consoles.

But the meat of its sales still come from handheld, with revenue last year largely made by *Over the Hedge* and *Madagascar*.

That said, the recently released *Marvel: Ultimate Alliance* will no doubt add to the tally once sales bed

in. Other handheld projects it is currently working on include *Shrek the Third* and *Spider-Man 3*, both due for release this year.

Vicarious is a developer with a great reputation for delivering games on time and with a design spark often missing from licensed conversions.

The recent *Tony Hawks Downhill Jam* on DS perfectly reflects the company's commitment to fun

and innovation and generally reviewed much higher than its Wii counterpart (developed by Toys For Bob). Given that the studio is now wholly owned by Activision we're unlikely to see the company given the responsibility of fresh IP but its forthcoming PS3 version of *Marvel: Ultimate Alliance* and Wii interpretation of *Spider-Man 3* will indicate if it's ready to step up to the big league.

EA CHICAGO

34

UP
FROM
74

NO. 34 £7.89m

USA



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
	1				
FIGHT NIGHT ROUND 3	ELECTRONIC ARTS	2	XB360, PS2, PSP XB	MAR 06	£7.77m
	2				
FIGHT NIGHT ROUND 2	ELECTRONIC ARTS	11	PS2, XB, GC	MAR 05	£0.12m

STATISTICS

Owned by: Electronic Arts

Founded: 1990 (as NuFX)

Head count: 150

Revenue per capita: £52,600

CONTACTS

Address: 2353 Hassell Road, Suite
115 Hoffman Estates, Illinois, 60195,
USA

www.ea.com



TOTAL:

£7.89m (100% of total revenues)

Just three years ago EA Chicago was formed out of NuFX (the studio responsible for *NBA Street*, *NBA Street 2* and *Fight Night 2004*). There were just 38 staff when its first project, *Fight Night Round 2*, got underway but now the studio employs 150 people in two main offices in the heart of Chicago.

Though *Fight Night Round 2* set the bar relatively high it was the recently released *Fight Night Round*

3 that brought EA Chicago global attention. With superbly implemented analogue control, glistening detail and punches that connected with a wincing force, the title picked up accolades across the board and became a rare sales success for a sport that has not often connected with a wide audience.

Though not officially announced, a *Fight Night Round 4* is inevitably limbering up and taking shape

at the Chicago studio and it's hard not to foresee the franchise being an EA staple for years to come.

The studio also recently finished rhythm-action and beat 'em up fusion *Def Jam: Icon*.

Key to all its work, however, has been technology. Its teams are prolific early adopters of next-gen, and have perfected pipelines through a mix of home-made third-parties.

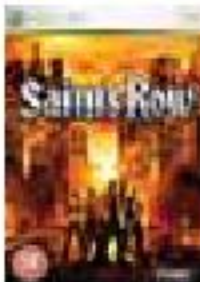
VOLITION

35
UP FROM 86

NO. 35 £7.88m

USA



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
	1				
SAINT'S ROW	THQ	1	XB360	AUG 06	£7.60m
	2				
THE PUNISHER	THQ	7	PS2, XB, PC	MAR 05	£0.24m
	3				
RED FACTION	THQ	2	PS2, PC	JUN 01	£0.02m
	4				
RED FACTION II	THQ	17	PS2	NOV 02	£0.01m
	5				
SUMMONER	THQ	21	PC, PS2	APR 01	£0.01m

STATISTICS

Owned by: THQ
Founded: 1993 (as Parallax)
Head count: 200
Revenue per capita: £39,400

CONTACTS

Address: One Main Plaza, Suite 300
Champaign IL, 61820, USA

Tel: +1 217 355 0320
www.volition-inc.com

TOTAL: £7.88m (100% of total revenues)

The first free-roaming, open-world title on next-generation hardware, Volition's *Saint's Row* has been a huge success and helped the team move up a massive 51 places in our chart. The game's ability to unashamedly cash-in on *GTA*'s gangland premise and sand-box aspirations has to be admired, at least from a commercial perspective. While criticised for crude language, and often cruder mission objectives, the title

nevertheless gave the company a chance to prove its mettle on next-gen hardware long before many developers had even received Xbox 360 devkits.

Indeed this is a developer used to success and although certain games like *The Punisher* failed to ignite the gaming firmament, its track record, which includes *Red Faction*, *Red Faction 2* and the *FreeSpace* series, speaks for itself. Engine innovations such as Geo-

Mod's terrain deformation showed it could coin a clever press-baiting attention-capturing buzzword even though the eventual feature proved limited.

Based in Champaign, Illinois, Volition is currently working on 'several' as yet unannounced next-generation titles – one of which is a *Red Faction* sequel. And the team is likely to retain its high rank if the forthcoming PS3 version of *Saint's Row* sells well.

IO INTERACTIVE

36

NEW
ENTRY

NO. 36 £7.81m

DENMARK



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
		1			
HITMAN: BLOOD MONEY	EIDOS	1	PS2, XB360, PC, XB	MAY 06	£7.54m
		2			
HITMAN: CONTRACTS	EIDOS	1	PC, PS2, XB	MAY 04	£0.14m
		3			
HITMAN 2: SILENT ASSASSIN	EIDOS	1	PC, XB, PS2, GC	JUN 03	£0.10m
		4			
HITMAN: CODENAME 47	EIDOS	46	PC	DEC 00	£0.02m
		5			
FREEDOM FIGHTERS	ELECTRONIC ARTS	8	XB, PC, PS2, GC	SEP 03	£0.01m

STATISTICS

Owned by: Eidos

Founded: 1998

Head count: 150

Revenue per capita: £52,066

CONTACTS

Kalvebod Brygge 35-37

1560 Copenhagen V, Denmark

www.ioi.dk

TOTAL:

£7.81m (100% of total revenues)

While IO achieved fantastic success with the superbly dark and atmospheric *Hitman* series it was the brilliant, if commercially lacking, *Freedom Fighters* that really proved it could design great games with great ideas.

Perhaps it was the postmodern 'Reds under the bed' setting that turned off mass-market punters, but whatever the case this title proved IO to be a developer capable of delivering stealth, action, strategy

and fun (often all in the same level) with aplomb.

Hitman: Blood Money arrived late, but its development can't have been helped by the turbulence caused by the transition of Eidos into Eidos/SCi. Though there's now greater stability at the publisher this is a developer that prides itself on perfection so it will be interesting to see if its forthcoming *Kane & Lynch: Dead Men* (for PC and Xbox 360) will make it

this year, though understandably Eidos is yet to confirm a release date. Other than this, another *Hitman* game is surely in development – the company is actively recruiting for at least two more next-generation projects.

IO Interactive is fast becoming one of the world's most recognised studios but may miss the list next year due to its attention to detail and quality.

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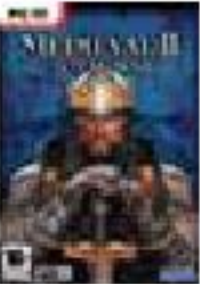
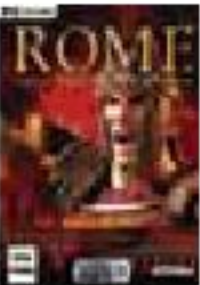
CREATIVE ASSEMBLY

37
UP
FROM
38

no. 37 £7.21m

UK



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
 1 MEDIEVAL II: TOTAL WAR	SEGA	9	PC	NOV 06	£2.90m
 2 ROME: TOTAL WAR - GOLD EDITION	SEGA	39	PC	SEP 06	£1.47m
 3 SPARTAN: TOTAL WARRIOR	SEGA	3	PS2, XB, GC	OCT 05	£1.87m
 4 ROME: TOTAL WAR	SEGA	6	PC	OCT 04	£0.56m
 5 TOTAL WAR: ERAS	SEGA	110	PC	JUN 06	£0.55m

STATISTICS

Owned by: Sega

Founded: 1987

Head count: 146

Revenue per capita: £49,383

CONTACTS

Main contact: Mike Simpson

Address: Weald House,
Southwater Business Park,
Southwater Nr. Horsham, West
Sussex, RH13 9JB, UK

Tel: 01403 734473

info@creative-assembly.co.uk

www.creative-assembly.co.uk

TOTAL:

£6.37m (88% of total revenues)

Though Creative Assembly released *Spartan: Total Warrior* at the back end of 2005 on PS2, Xbox and GameCube, its focus still remains on PC development, where you get the impression it feels most comfortable.

Though far from a disaster, with a UK All Formats chart position as high as number three, *Spartan* didn't stick around for long and there must have

been some disappointment that it wasn't as well received as its PC counterparts – all of which continue to do sterling sales years after release.

The recently released *Medieval II: Total War* has been one of Creative Assembly's best reviewed games, averaging an impressive 88 on Metacritic.

In time, it's hoped that the series will connect with consumers as strongly as the *Rome: Total War*

franchise has. How the series expands and grow will be something studio and owner Sega will be carefully considering right now.

In the meantime, Creative Assembly is working on several as yet unannounced next-generation projects at both its Sussex and Brisbane offices. It will certainly be interesting to see if it can expand on the modest console success it has enjoyed.

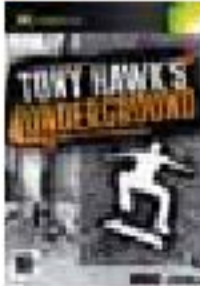
NEVERSOFT

38
DOWN FROM 16

NO. 38 £7.06m

USA



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
	1				
GUN	ACTIVISION	9	XB360, PS2, XB, PC, GC	NOV 05	£2.67m
	2				
TONY HAWK'S PROJECT 8	ACTIVISION	15	XB360	NOV 06	£2.15m
	3				
TONY HAWK'S AMERICAN WASTELAND	ACTIVISION	6	PS2, XB360, XB, GC, PC	OCT 05	£1.75m
	4				
TONY HAWK'S UNDERGROUND 2	ACTIVISION	3	PS2, XB, GC	OCT 04	£0.29m
	5				
TONY HAWK'S UNDERGROUND	ACTIVISION	5	PS2, XB, GC	NOV 03	£0.15m

STATISTICS

Owned by: Activision
Founded: 1994
Head count: Undisclosed

CONTACTS

Address: 20335 Boulevard, Suite 320, Woodland Hills, Los Angeles, California, 91364, USA

Tel: +1 818 610 4100
Email: info@neversoft.com
www.neversoft.com

TOTAL: £7.01m (99% of total revenues)

Neversoft is surely at a critical point in its history. In short, there's a feeling that the *Tony Hawk's* franchise has deviated. No matter how many new ideas the studio injects into the formula it's feeling a bit tired.

The latest, *Tony Hawk's Project 8*, introduced slow-mo effects and the ability to nail flamboyant tricks by moving your character's feet on the board. It's all very clever and beautiful but the raw numbers tell a

different story: the games are failing to seduce gamers in the same way they did four or five years ago. And with EA Canada prepping *Skate*, it's now got competition for the first time in its eight year history. Don't expect the *Hawk* games to disappear overnight, however: the older pro skater is contracted until 2015.

Instead of *Hawk*, however, it was *Gun* that has given Neversoft reason to be cheerful. Hardly a

runaway success, it was still the biggest selling new IP in the US in 2005 and showed enough class to ensure more original projects are in the company's future.

In the meantime, the team has been entrusted with taking over the reigns on *Guitar Hero* following Activision's acquisition of publisher Red Octane. It will be interesting to see if Neversoft can better Harmonix in the rhythm-action genre.

ROCKSTAR VANCOUVER

39

NEW
ENTRY

no. 39 £7.02m

CANADA



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
 1 CANIS CANEM EDIT	TAKE 2	5	PS2	OCT 06	£7.02m

STATISTICS

Owned by: Rockstar Games
Founded: 1998 (as Barking Dog)
Head count: 75
Revenue per capita: £93,600

CONTACTS

Address: 800-858 Beatty Street,
Vancouver, BC, Canada

Tel: +1 604-632-9663
www.rockstargames.com



TOTAL: £7.02m (100% of total revenues)

An impressive debut for the team responsible for *Canis Canem Edit* (aka *Bully* outside of PAL regions). Rockstar Vancouver was formed out Barking Dog Studios back in 2002 and this is its first game.

Controversial from the moment it was announced, *Canis Canem Edit's* representation of preparatory school life was nevertheless one of Rockstar's tamest titles, with egg-throwing being among its naughtiest

pleasures. Just how much one of the industry's most powerful labels added to sales is impossible to say but there's no question it would have still been a critical and commercial success under any other name.

Yet, by all accounts, its development was rocky to say the least, repeated delays punctuated its evolution and the game was a year late, even by conservative estimates.

Taking this into account, plus the fact there's no official news on its next project, it seems unlikely we'll see Rockstar Vancouver back in this chart next year.

But Rockstar has never been interested in impressing the pundits so a sequel to *Bully*, or a similar cultural masterpiece can't be ruled out. Then again, it may end up doing something as equally unexpected as Rockstar San Diego's *Table Tennis*.

HEADGATE STUDIOS

40

NEW
ENTRY

NO. 40 £6.81m

USA



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
 1 TIGER WOODS PGA TOUR 07	THQ	1	PS2, XB, PC	OCT 06	£7.45m
 2 THE GODFATHER	ELECTRONIC ARTS	1	PC	MAR 06	£0.66m
 3 TIGER WOODS PGA TOUR 06	ELECTRONIC ARTS	2	PC	OCT 05	£0.37m
 4 TIGER WOODS PGA TOUR 2005	ELECTRONIC ARTS	3	PC	OCT 04	£0.09m
 5 MADDEN NFL 07	ELECTRONIC ARTS	15	PC	AUG 06	£0.05m

STATISTICS

Owned by: Electronic Arts

Founded: 1992

Head count: Undisclosed

CONTACTS

Address: 1551 South Renaissance
Towne Drive, Suite 500,
Bountiful, Utah, 84010, USA

Tel: +1 801 298 3800 (ext. 211)
www.headgatestudios.com

TOTAL:

£6.79m (100% of total revenues)

Formed in 1992 to develop sports simulations, Headgate has never altered focus in its 15 year lifespan, except to develop last year's PC conversion of *The Godfather*.

Largely known for developing the *Tiger Woods* and *NFL* series since 2001, the Utah-based company was fully bought out by EA in November 2006 and has been renamed EA Salt Lake. Such brief history notes

don't tell the full story, however, of a company that has consistently helped evolve the golf genre from a basic mouse clicking game into a nuanced and dynamic simulation of one of the world's most popular sports.

Innovations including realistic golf swings, ball physics and stance control have made it accessible to all yet deep enough to keep golf nuts absorbed. EA will certainly be pleased that Woods himself has overcome

a rare blip in form and is currently ranked world number one again. His name continues to shift units and £5.5m for just the PC and PS2 versions of the game are creditable achievements for the studio.

While the team may still develop the odd PC title, Nintendo's Wii is the main focus with *Tiger Woods* the most obvious candidate for adaptation to the Wiimote.

SQUARE ENIX

NEW
ENTRY

NO. 41 £6.52m

JAPAN



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
	1				
KINGDOM HEARTS II	SQUARE ENIX EUROPE	5	PS2	SEP 06	£3.99m
	2				
FINAL FANTASY VII: DIRGE OF CERBERUS	SQUARE ENIX EUROPE	28	PS2	NOV 06	£1.28m
	3				
FINAL FANTASY XI ONLINE	UBISOFT	25	XB360, PC	SEP 04	£0.38m
	4				
FINAL FANTASY IV ADVANCE	NINTENDO	179	GBA	JUN 06	£0.16m
	5				
FINAL FANTASY XI TREASURES OF AHT URHGAN	UBISOFT	47	PC	APR 06	£0.14m

STATISTICS

Owned by: Square Enix

Founded: 1975

Head count: 1,455

Revenue per capita: £4,481

CONTACTS

Main contact: Alex Huhtala

Address: Castle House, 37-45 Paul Street, London, EC2A 4LS, UK

Tel: +44 (0)20 7324 5200

alexh@square-enix-europe.com

www.square-enix-europe.com

TOTAL:

£6.14m (94% of total revenues)

No one really knew if a collaboration between hardcore *Final Fantasy* developer Square Enix and kid friendly Disney would really work, but when the original *Kingdom Hearts* shot to the top of the charts doubts were instantly put to bed.

Unsurprisingly *Kingdom Hearts II* has achieved a similar level of success despite the incongruity of seeing Goofy and Mikey Mouse battling in movie and

cartoon worlds as diverse as *Pirates of the Caribbean* and *Tron*. But it's the *Final Fantasy* games that continue to bring in the most money with *Final Fantasy VII: Dirge of Cerberus*, *Final Fantasy XI Online*, *Final Fantasy IV: Advance* and *Final Fantasy XI: Treasures of Aht Urhgan* boosting the coffers.

With *Final Fantasy XII* just topping charts in Europe, a massive influx of sales can be assured for

next year's tally – and a good position in the *Develop 100*. And there's *Final Fantasy XIII* on the way to PS3 – although judging by Square Enix's usual 'ready when-it's ready' philosophy there's no guarantee it will make it out in the forthcoming year.

Nevertheless, with such a powerful brand and profoundly deep RPG system, the studio's position in the 100 nexy year is without question.



In a demonstration reel created by Image Metrics to show off its video game facial animation performance capture, model building and rigging technology, Ilana Rogel, an actress, gives life to an avatar also named Ilana.

'It's also far easier on the actors. Instead of being painted with a chemical or covered in sensors, they need only do what they would ordinarily do: act'

New York Times

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Sony Pictures Imageworks

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Rockstar

'Technology even our own Walt Disney would have envied'

ABC News

image metrics

409 Santa Monica Boulevard
Santa Monica
California 90401
+ 1 (310) 656 6565

1 Portland Street
Manchester
M3 4SW UK
+44 (0) 161 214 4500

www.image-metrics.com

AVALANCHE STUDIOS

42

NEW
ENTRY

NO. 42 £6.46m

SWEDEN



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
 1 JUST CAUSE	EIDOS	2	XB360, PS2, XB, PC	SEPT 06	£6.46m

STATISTICS

Owned by: Independent

Founded: 2003

Head count: 100

Revenue per capita: £64,600

CONTACTS

Address: Åsögatan 108

S118 29 Stockholm, Sweden

Tel: +46 8 442 76 70

info@avalanchestudios.se



TOTAL:

£6.46m (100% of total revenues)

Swedish developer Avalanche Studios has some of the most impressive next-generation technology in Europe, if not the world.

The Avalanche Engine is capable of procedurally generating vast worlds governed by naturalistic weather conditions and with their own real-time ecosystems. It also helps that anything the engine creates looks stunning. Sure, that's just another tech

demo pitch, but the company's first game, *Just Cause*, proved it could deliver on the gameplay front as well.

Originally developed for just the Xbox and PC, the release was put back to accommodate further Xbox 360 and PS2 versions. Although lacking the cultural savvy of Rockstar's *GTA* games, for a debut title *Just Cause* was mightily impressive, especially when you consider the company was only founded in 2003.

The company is currently being very coy about future projects but recruiting hard to notch staff numbers beyond the 100-mark. *Just Cause 2* for Eidos and a yet to be confirmed next-gen title are priorities.

In total, the team has to be one of the hottest independent developers in Europe – it wouldn't come as a surprise at all if it were acquired in the next couple of years.

INFINITY WARD

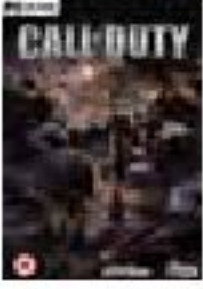
43

V
DOWN
FROM
40

NO. 43 £6.41m

USA



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
 1					
CALL OF DUTY 2	ACTIVISION	7	XB360, PC, MAC	DEC 05	£5.13m
 2					
CALL OF DUTY 2: GAME OF THE YEAR EDITION	ACTIVISION	162	XB360, PC	JUN 06	£0.75m
 3					
CALL OF DUTY: DELUXE EDITION	ACTIVISION	91	PC, MAC	OCT 04	£0.29m
 4					
CALL OF DUTY: GAME OF THE YEAR EDITION	ACTIVISION	127	PC	JUN 04	£0.23m
 5					
CALL OF DUTY	ACTIVISION	9	PC, MAC	NOV 03	£0.01m

STATISTICS

Owned by: Activision

Founded: 2002

Head count: Undisclosed

CONTACTS

Address: 15821 Ventura Blvd.
Suite 220, Encino, CA 91436, USA

www.infinityward.com

TOTAL:

£6.41m (100% of total revenues)

A solid year for Infinity Ward with only a movement downwards of two places, which is even more impressive when you consider it has produced no new games under its label bar the *Call of Duty 2: Game of the Year Edition*. But when you've got a brand as powerful as *Call of Duty* you can expect revenues to keep ticking over while other projects are in the fire. And the second game just doesn't

stop shifting units: on 360 alone it is the biggest selling game (behind *Gears of War*) and a reputed 77 per cent of the console's launch buyers took a copy of the game home, too.

But here's the puzzle: everything at Infinity Ward has gone quiet since the game was released in 2005.

With development duties for *Call of Duty 3* being passed over to Treyarch there's confusion over the

exactly how Activision is divvying up the duties. One rumour is that the Treyarch and Infinity Ward are taking 'one on, one off' duties to allow for yearly releases but decent production cycles. And further speculation suggests that Infinity Ward's *Call of Duty 4* (if indeed they are working on it) might bring the battle to a more modern setting. Either way, it's sure to sell buy the bucketload.

RELIC

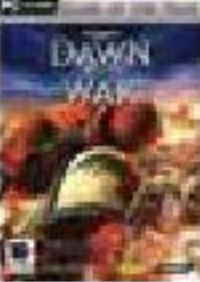
44

UP
FROM
85

NO. 44 £6.31m

RELIC



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
	1				
COMPANY OF HEROES	THQ	7	PC	SEP 06	£1.92m
	2				
THE OUTFIT	THQ	13	XB360	MAR 06	£1.48m
	3				
WARHAMMER 40,000: DAWN OF WAR DARK CRUSADE	THQ	9	PC	NOV 06	£1.29m
	4				
WARHAMMER 40,000: DAWN OF WAR GOLD	THQ	28	PC	SEP 05	£0.41m
	4				
WARHAMMER 40,000: DAWN OF WAR ANTHOLOGY	THQ	118	PC	NOV 06	£0.37m

STATISTICS

Owned by: THQ

Founded: 1997

Head count: 130

Revenues per capita: £48,538

CONTACTS

Address: 1500 - 550 Burrard Street
Vancouver, BC, V6C 2C1, Canada

Tel: +1 604 801 6577
www.relic.com

TOTAL:

£5.47m (87% of total revenues)

Relic is a company with a great reputation, but until 2006 it never had the status to match.

Its back catalogue, which includes the excellent *Homeworld* titles, is impressive but a breakout hit had not yet materialised until *Company of Heroes*, widely-regarded as one of the best PC releases of 2006. With its focus on gritty realism the RTS managed to represent the carnage of war with a shocking visceral

intensity and is likely to remain a classic for a very long time. However, although sales were healthy it charted no higher than seventh in the UK charts and slipped down soon afterwards.

Early 2006 release *The Outfit* was a similarly impressive console debut for the developer and while it received mixed reviews, showed a technical expertise that will stand the company in good stead.

It's next project remains a secret, but it's likely that the THQ-owned Vancouver-based company is working on at least two projects: sticking to what it knows best with a strategy title on PC, while building on the moderate success of *The Outfit* on console.

Its two big 2006 games were clear statements of intent, but now it's up to the development teams to take that momentum to the next level.



KUJU.COM



KUJULONDON.COM



ZOE.MODE.COM



KUJUSHEFFIELD.COM



RAILSIMULATOR.COM



KUJUSURREY.COM

KUJU ENTERTAINMENT

45
UP
FROM
98

NO. 45 £6.07m

UK



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
 1 BUZZ! THE SPORTS QUIZ	SONY	31	PS2	NOV 06	£2.25m
 2 SENSIBLE SOCCER 2006	CODEMASTERS	6	PS2, XB, PC	JUN 06	£1.09m
 3 EYE TOY: PLAY 3	SONY	34	PS2	NOV 05	£0.83m
 4 EYE TOY: PLAY SPORTS	SONY	83	PS2	NOV 06	£0.42m
 5 DARK MESSIAH OF MIGHT AND MAGIC	UBISOFT	34	PC	OCT 06	£0.31m

STATISTICS

Owned by: Independent

Founded: 1998

Head count: 220

Revenue per capita: £27,590

CONTACTS

Main contact: Ian Baverstock

Address: Unit 10, Woodside Park,
Catteshall Lane, Godalming,
GU7 1LG, UKEmail: ian.baverstock@kuju.com
www.kuju.com

TOTAL:

£4.91m (81% of total revenues)

A significant jump up the chart for Kuju, from 98 last year to the top 50 in the 2007 ranking.

It's just a pity that its greatest achievement doesn't make the list. *Battalion Wars*, was an excellent GameCube interpretation of *Advance Wars*. Made by its London studio, the title is one of the only game productions Nintendo has entrusted to a Western developer. With Kuju now putting the final touches to

the sequel for Wii there's optimism that Nintendo will push the title into the limelight harder this time round.

Overall, Kuju is nothing if not diverse thanks to studios in Sheffield, Brighton, Surrey and London. From *Dungeons & Dragons Tactics* to *Rail Simulator* this is a company with 16 years of experience and capable of making games in every genre, including sports with the entertaining *Sensible Soccer 2006*.

It's family games that have served Kuju best. *Buzz! The Sports Quiz*, *SingStar: Rocks*, *SingStar: Anthems* and *EyeToy: Play 3* have all boosted the bottom line. Mostly responsible for these are its 100-strong Brighton team, which recently rebranded to Zoe Mode and is working on a variety of games for PlayStation formats.

Still, while Kuju impresses, a triple-A title has yet to emerge from its doors – that's the next challenge.



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For more information on all
positions at Rare please visit:

www.rareware.com



RARE

46

UP
FROM
48

NO. 46 £6.05m

UK



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
 1					
PERFECT DARK ZERO	MICROSOFT	12	XB360	DEC 05	£2.85m
 2					
VIVA PINATA	MICROSOFT	64	XB360	NOV 06	£1.59m
 3					
KAMEO: ELEMENTS OF POWER	MICROSOFT	46	XB360	DEC 05	£1.27m
 4					
CONKER: LIVE AND RELOADED	MICROSOFT	10	XB	JUN 05	£0.14m
 5					
DONKEY KONG COUNTRY 3	NINTENDO	6	GBA	NOV 06	£0.06m

STATISTICS

Owned by: Microsoft

Founded: 1995

Head count: Undisclosed

CONTACTS

Address: Manor Farmhouse,
Church Street, Twycross, Warcs
CV9 3PJ, UKwww.rareware.com

TOTAL:

£5.93m (98% of total revenues)

While Rare has started to deliver a flurry of software (six games in two years) after a post-acquisition drought, sales of those titles must still be making Microsoft wonder about the \$377m it paid for the studio. *Perfect Dark Zero* sold on brand recognition alone, with critical opinion generally decrying the game's inability to match up with current generation FPSs, never mind its six year-old predecessor.

Meanwhile *Viva Pinata* was by far the company's most interesting and brilliant title since the N64 era, but only managed to chart at position 64.

So there's a little sense that the once world-famous brand has lost some of its relevance.

However the team at its Twycross base isn't stupid – *Viva* is designed as a slow starter and will hopefully build momentum as its associated TV

series and the 360 gain a bigger audience. Plus, it's cleverly diversifying its talents, complementing new next-gen games with an XBLA *Jetpac* remake and handheld remakes of older Nintendo titles.

So those wondering what happened to the company responsible for *GoldenEye* and *Donkey Kong Country* should bear in mind that the best may still be to come.

HELIXE

47

UP FROM 87

no. 47 £5.91m

USA



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE	STATISTICS
1 CARS	THQ	1	DS, GBA	JUL 06	£4.36m	Owned by: THQ Founded: 1989 Head count: 31 Revenue per capita: £190,645 CONTACTS Address: 131 Middlesex Turnpike, Burlington, MA, 01803, USA Email: info@helixe.com www.helixe.com
2 THE INCREDIBLES: RISE OF THE UNDERMINER	THQ	25	DS, GBA	NOV 04	£1.07m	
3 THE INCREDIBLES	THQ	3	GBA	NOV 04	£0.48m	
4 TAK AND THE POWER OF JUJU	THQ	63	GBA	MAR 04	£0.01m	
TOTAL:					£5.91m (100% of total revenues)	

An impressive 40 place rise up the chart from last year’s position 87 for Helixe, a company tasked with developing much of THQ’s kid-friendly licensed property on Nintendo handheld systems.

Cars did extraordinarily well and is the main reason for the jump, although its previously released *Incredibles* and *Tak and the Power of Juju* games continue to sell well, which in reality is more a

reflection on the strength of brands rather than the quality of the games. While the specialist press rarely looks favourably on pre-teen software, reviews of its games have been mediocre at best.

Employing just 31 staff this Boston-based developer is certainly capable of churning out games on budget and on time. Indeed, since its inception in July 2000 it has brought 15 GBA and DS titles to market and

achieved over 4m unit sales. Previous titles include *Scooby Doo: The Movie* and *Fairly Odd Parents: Breakin’ Da Rules*. Helixe is currently working on both DS and GBA versions of Pixar’s forthcoming movie *Ratatouille* and the continued association with such a high-profile movie studio is likely to reap good returns. Hardly the most exciting company in the gaming firmament, but its publisher owner will be happy with Helixe’s output.

UBISOFT (SHANGHAI)

48

NEW
ENTRY

NO. 48 £5.67m

CHINA



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
 1 TOM CLANCY'S SPLINTER CELL: DOUBLE AGENT	UBISOFT	5	XB360	OCT 06	£5.12m
 2 BROTHERS IN ARMS: D-DAY	UBISOFT	115	PSP	DEC 06	£0.53m
 3 TOM CLANCY'S RAINBOW SIX 3	UBISOFT	8	PS2	MAR 04	£0.02m

STATISTICS

Owned by: Ubisoft

Founded: 1996

Head count: 500

Revenue per capita: £11,340

CONTACTS

www.ubi.com

TOTAL:

£5.67m (100% of total revenues)

While many publishers have only just caught on to the fact that China is a hotbed of creative energy (and, let's face it, cheaper production costs) Ubisoft was there as far back as 1996 by establishing this flourishing arm of its empire.

Now with 500 staff Ubisoft Shanghai is the largest game company in China and one of the publisher's most respected studios.

While it began life modestly developing titles with an Eastern flavour, such as *Crouching Tiger, Hidden Dragon*, it has now been entrusted with some of the publisher's most valuable properties.

Its Xbox 360 version of *Splinter Cell: Double Agent* was next to immaculate and a UK All Formats chart position of five plus sales in excess of £5m to date is an impressive debut for the team on a new platform.

Now developing on multiple platforms the studio is likely to continue taking existing franchises and porting them seamlessly to Xbox 360, PSP and PC.

Indeed its recently-released *Brothers in Arms: D-Day* on PSP may not have made an impact at retail, but it was a creditable interpretation of Gearbox's sophisticated tactical WWII series and even had an excellent co-operative mode thrown in.

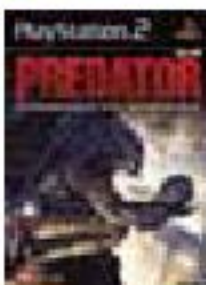
EUROCOM

49
DOWN
FROM
33

NO. 49 £5.51m

UK



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
 1					
ICE AGE 2: THE MELTDOWN	VIVENDI GAMES	2	PS2, XB, GC, PC Wii	MAR 06	£3.44m
 2					
BATMAN BEGINS	ELECTRONIC ARTS	6	PS2, XB, GC	JUN 05	£0.64m
 2					
SPYRO: A HERO'S TAIL	VIVENDI GAMES	22	PS2, XB, GC	JUN 04	£0.49m
 2					
PREDATOR: CONCRETE JUNGLE	VIVENDI GAMES	11	PS2, XB	MAR 05	£0.36m
 2					
ATHENS 2004	SONY	1	PS2	JUL 04	£0.29m

STATISTICS

Owned by: Independent

Founded: 1988

Head count: 230

Revenue per capita: £23,956

CONTACTS

Main contact: Hugh Binns

Address: Eurocom House,
Ashbourne Road, Derby,
Derbyshire, DE22 4NB, UK

Tel: +44 1332 825100

www.eurocom.co.uk

TOTAL:

£5.21m (95% of total revenues)

Last year we predicted that Eurocom (then positioned at 33) was unlikely to budge out of the top 50 and it proved to be so – although it was a close run thing.

Established in Derby in 1988, Eurocom quickly became a licence specialist working on SNES, Saturn and GameBoy and while hardware has changed, its focus on movie, TV and comic book properties has remained rock solid and served it well in its 18 years.

Older titles *Batman Begins*, *Predator: Concrete Jungle*, *Spyro: A Hero's Tail* and *Athens 2004* are still clocking up minor sales but it was *Ice Age 2: The Meltdown* that kept the company within touching distance of the elite in 2006.

From the figures above you might think Eurocom is steadily slipping, but the company has been around long enough to know that it only takes one popular

licence to boost revenue and hit the big time again. And a recent investment in an in-house mocap and audio suite proves the company is ready for the future.

That Eurocom is currently developing *Pirates of the Caribbean 3* on PC, PS2, PS3, PSP, Wii and Xbox 360 will give anyone associated with the company cause for optimism. If this title doesn't help it to a higher position next year then we'll walk the plank.



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EXIENT

50

NEW
ENTRY

NO. 50 £5.40m

UK



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
 1 FIFA WORLD CUP GERMANY 2006	ELECTRONIC ARTS	1	PSP, DS, GBA	MAY 06	£2.54m
 2 FIFA 07	ELECTRONIC ARTS	1	DS, GBA	SEP 06	£1.48m
 3 FIFA 06	ELECTRONIC ARTS	1	DS, GBA	SEP 05	£0.71m
 4 NEED FOR SPEED: CARBON	ELECTRONIC ARTS	1	DS	NOV 05	£0.64m
 5 MADDEN NFL 07	ELECTRONIC ARTS	15	DS	AUG 06	£0.04m

STATISTICS

Owned by: Independent

Founded: 2001

Head count: 35

Revenue per capita: £154,285

CONTACTS

Main contact: David Hawkins

Address: 2/3 Cambridge Terrace,
Oxford, OX1 1RR, UK

Email: info@exient.com

TOTAL:

£5.34m (95% of total revenues)

Creeping in at position 50 is Oxford-based Exient Entertainment, an impressive chart debut for the sports specialist. Formed out of LiveMedia UK in 2001, the company is gaining a growing reputation for taking popular sports titles and expertly porting them to handheld systems including DS, GBA and PSP.

Its *David O'Leary Total Soccer* games were easily among the best on GBA (despite the dodgy licence) and

review scores for its games have, for the most part, been healthy.

Yet there's no denying it's the firm relationship with the world's largest and most powerful publisher that's given the company a massive boost. When you have strong franchises like *FIFA World Cup Germany 06*, *FIFA 06*, *FIFA 07* and *Madden NFL 07* on your books then big revenue is almost assured. A recent dalliance in the

driving genre with *Need For Speed Carbon* may also indicate a more diverse range of titles coming out of the studio in the future.

Even though its biggest grossing game was based on the commercial extravaganza that is the World Cup, meaning it's difficult to see Exient being this high up in 12 months time, you can expect the rest of its output from this company to be reliably consistent.

CHUNSOFT

NEW ENTRY

NO. 51

£5.39m

JAPAN



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 POKEMON MYSTERY DUNGEON: BLUE	NINTENDO	12	DS	NOV 06	£3.72m
2 POKEMON MYSTERY DUNGEON: RED	NINTENDO	34	GBA	NOV 06	£1.66m

STATISTICS

Owned by: Independent
Founded: 1984

CONTACTS

Address: Welship Higashi-Shinjuku
10F 6 24 20 Shinjuku, Shinjuku-ku,
Tokyo, 160 0022, Japan
Tel +81 35272 1711
Web: www.chunsoft.co.jp

TOTAL:

£5.39m

(100% of total revenues)

SUMO DIGITAL

UP FROM 69

NO. 52

£5.19m

UK



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 OUTRUN 2006: COAST 2 COAST	SEGA	16	PSP, PS2, XB, PC	MAR 06	£3.01m
2 VIRTUA TENNIS: WORLD TOUR	SEGA	4	PSP	SEP 05	£1.36m
3 TOCA RACE DRIVER 2	CODEMASTERS	1	PSP	SEP 05	£1.64m
4 GO! SUDOKU	SONY	215	PSP	DEC 05	£0.16m
5 OUTRUN 2	SEGA	21	XB	OCT 04	£0.03m

STATISTICS

Owned by: Independent
Founded: 2002

CONTACTS

Main contact: James North-Hearn
Address: 1 Arena Court,
Sheffield, S9 2LF, UK
Email: lombardi@valvesoftware.com
Web: www.valvesoftware.com

TOTAL:

£5.19m

(100% of total revenues)

EA TIBURON

53

UP FROM 81

NO. 53 £5.04m

USA

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 MADDEN NFL 07	ELECTRONIC ARTS	15	PS2, XB360, XB	AUG 06	£1.77m
2 SUPERMAN RETURNS	ELECTRONIC ARTS	36	PS2, XB360, XB	SEP 06	£1.76m
3 MADDEN NFL 06	ELECTRONIC ARTS	9	XB360, PSP, PS2	SEP 05	£0.99m
4 NASCAR 07	ELECTRONIC ARTS	121	PS2, PSP	OCT 06	£0.22m
5 GOLDENEYE: ROGUE AGENT	ELECTRONIC ARTS	7	DS	JUN 05	£0.09m

STATISTICS

Owned by: Electronic Arts
Founded: 1998

CONTACTS

Main contact: Trudy Miller
Address: 1950 Summit Park Drive,
Orlando, Florida 32810, USA
Email: tmuller@ea.com
Web: www.ea.com

TOTAL:

£4.95m

(98% of total revenues)

BLUE FANG

54

NEW ENTRY

NO. 54 £5.03m

USA

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 ZOO TYCOON DS	THQ	29	DS	NOV 05	£3.28m
2 ZOO TYCOON 2	MICROSOFT	82	PC, MAC	DEC 04	£0.44m
3 ZOO TYCOON: COMPLETE COLLECTION	MICROSOFT	171	PC, MAC	SEP 05	£0.38m
4 ZOO TYCOON 2: ENDANGERED SPECIES	MICROSOFT	239	PC	NOV 05	£0.25m
5 ZOO TYCOON	EMPIRE INTERACTIVE	18	PC	NOV 01	£0.19m

STATISTICS

Owned by: Independent
Founded: 1998

CONTACTS

Address: 1601 Trapelo Road, Ste.
12 Waltham, MA, 02451 7333, USA
Tel: +1 781 547 5475
Email: feedback@bluefang.com
Web: www.bluefang.com

TOTAL:

£4.55m

(90% of total revenues)

BACKBONE

NEW ENTRY

NO. 51 £5.03m

USA



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 SONIC RIVALS	SEGA	35	PSP	NOV 06	£1.67m
2 CHARLIE AND THE CHOCOLATE FACTORY	TAKE 2	2	GBA, PC	AUG 05	£1.05m
3 MIDWAY ARCADE TREASURES: EXTEND	MIDWAY	23	PSP	FEB 06	£1.03m
4 CAPCOM CLASSICS COLLECTION	CAPCOM	98	PS2, XB	NOV 05	£0.38m
5 AGE OF EMPIRES: THE AGE OF KINGS	THQ	153	DS	NOV 06	£0.35m

STATISTICS

Owned by: Foundation 9 Ent.
Founded: 1992

CONTACTS

Address: Backbone Entertainment
(Emeryville), 1375 55th St.,
Emeryville, CA, 94608, USA

Web: www.backb.com

TOTAL:

£4.52m

(90% of total revenues)

SONY JAPAN

NEW ENTRY

NO. 52 £4.98m

JAPAN



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 SHADOW OF THE COLOSSUS	SONY	1	PS2	FEB 06	£2.00m
2 LOCOROCO	SONY	19	PSP	JUN 06	£1.45m
3 ICO	SONY	12	PS2	MAR 06	£0.48m
4 TALKMAN	SONY	113	PSP	JUN 06	£0.48m
5 APE ESCAPE P	SONY	228	PSP	MAY 06	£0.21m

STATISTICS

Owned by: Sony
Founded: 1993

CONTACTS

Address: 2621 Minami-Aoyama,
Minato-Ku, Tokyo, 107 0062, Japan
Web: www.scei.co.jp

TOTAL:

£4.37m

(88% of total revenues)

57

DOWN FROM 11

ROCKSTAR NORTH

NO. 53 £4.96m

UK

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 GRAND THEFT AUTO: SAN ANDREAS	TAKE 2	1	PS2, XB, PC	NOV 04	£3.82m
2 GRAND THEFT AUTO: VICE CITY	TAKE 2	1	PS2, PC	NOV 02	£0.47m
3 GRAND THEFT AUTO 3	TAKE 2	1	PS2, PC	OCT 01	£0.24m
4 GRAND THEFT AUTO: THE TRILOGY	TAKE 2	434	XB	NOV 06	£0.18m
5 MANHUNT	TAKE 2	14	PS2, PC, XB	NOV 03	£0.14m

STATISTICS

Owned by: Take 2
Founded: 1999

CONTACTS

Address: Carlton Square,
1 Greenside road, Edingburgh,
EH1 3AP, UK
Tel: 0131 524 7800
Web: www.rockstarnorth.com

TOTAL:

£4.86m

(98% of total revenues)

58

DOWN FROM 39

DIGITAL ILLUSIONS

NO. 54 £4.92m

SWEDEN

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 BATTLEFIELD 2142	ELECTRONIC ARTS	7	PC	OCT 06	£2.18m
2 BATTLEFIELD 2	ELECTRONIC ARTS	2	PC	JUN 05	£1.17m
3 BATTLEFIELD 2 DELUXE EDITION	ELECTRONIC ARTS	115	PC	JUN 06	£0.56m
4 BATTLEFIELD 2: SPECIAL FORCES	ELECTRONIC ARTS	24	PC	NOV 05	£0.54m
5 BATTLEFIELD 1942: WWII ANTHOLOGY	ELECTRONIC ARTS	125	PC	SEP 04	£0.26m

STATISTICS

Owned by: Electronic Arts
Founded: 1992

CONTACTS

Address: Maria Skolgata 83,
Stokholm, 118 53, Sweden

Web: www.dice.se

TOTAL:

£4.69m

(95% of total revenues)

HARMONIX

59

NEW ENTRY

NO. 55 £5.26m

USA

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 GUITAR HERO II	ACTIVISION	16	PS2	NOV 06	£3.02m
2 GUITAR HERO	ACTIVISION	28	PS2	APR 06	£1.84m
3 EYE TOY: ANTIGRAV	SONY	426	PS2	MAR 05	£0.03m
4 KARAOKE STAGE	KONAMI	339	PS2	APR 05	£0.01m

STATISTICS

Owned by: MTV
Founded: 1995

CONTACTS

Address: 675 Massachusetts Avenue,
6th Floor, Cambridge, MA 02139, USA

Email: info@harmonixmusic.com
www.harmonixmusic.com

TOTAL:

£4.95m

(94% of total revenues)

7 STUDIOS

60

UP FROM 62

NO. 56 £5.14m

USA

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 PIRATES OF THE CARIBBEAN: J. SPARROW	UBISOFT	4	PS2, PC	JUL 06	£3.80m
2 FANTASTIC 4	ACTIVISION	3	PS2, XB, GC	JUL 05	£0.52m
3 THE SOPRANOS: ROAD TO RESPECT	THQ	128	PS2	NOV 06	£0.58m

STATISTICS

Owned by: Independent
Founded: 1999

CONTACTS

Email: info@sevenstudios.com
www.sevenstudios.com

TOTAL:

£5.14m

(100% of total revenues)

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MTO

61

NEW
ENTRY

NO. 57 £4.41m

JAPAN



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 DOGZ	UBISOFT	41	GBA	DEC 05	£1.36m
2 CATZ	UBISOFT	45	GBA	MAR 06	£1.05m
3 CATZ 2006	UBISOFT	63	DS, PC	DEC 06	£0.71m
4 DOGZ 2006	UBISOFT	55	DS, PC	DEC 06	£0.70m
5 GT PRO SERIES	UBISOFT	207	WII	DEC 06	£0.23m

STATISTICS

Owned by: Independent
Founded: 1996

CONTACTS

Email: info@mto-power.com
Web: www.mto-power.com

TOTAL:

£4.04m

(92% of total revenues)

GUSTO GAMES

62

DOWN
FROM
57

NO. 58 £4.40m

UK



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 CHAMPIONSHIP MANAGER 2006	EIDOS	3	PS2, PSP, XB	MAY 06	£2.39m
2 CHAMPIONSHIP MANAGER	EIDOS	36	PSP	DEC 05	£1.14m
3 PROSTROKE GOLF WORLD TOUR 2007	OXYGEN	43	PS2, PC, XB, PSP	AUG 06	£0.55m
4 CHAMPIONSHIP MANAGER 5	EIDOS	2	PS2, XB	MAY 05	£0.32m

STATISTICS

Owned by: Independent
Founded: 2003

CONTACTS

Main contact: Simon Phillips
Address: Bloxham Mill, Bradford
Road, Bloxham, OX15 4FF, UK
Email:
Simon.phillips@gustogames.com

TOTAL:

£4.40m

(100% of total revenues)

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ENSEMBLE STUDIOS

63

DOWN FROM 49

NO. 61 £4.33m

USA

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 AGE OF EMPIRES III	MICROSOFT	12	PC, MAC	NOV 05	£2.73m
2 AGE OF EMPIRES III: WAR CHIEFS	MICROSOFT	82	PC	OCT 06	£0.47m
3 AGE OF EMPIRES II GOLD	MICROSOFT	84	PC	OCT 01	£0.31m
4 AGE OF MYTHOLOGY	MICROSOFT	9	PC, MAC	NOV 02	£0.23m
5 AGE OF MYTHOLOGY: GOLD EDITION	MICROSOFT	184	PC	OCT 04	£0.14m

STATISTICS

Owned by: Microsoft
Founded: 1995

CONTACTS

Main contact: Stephen McGill
Address: Thames Valley Park,
Reading, Berkshire, RG6 1WG, UK
Email: stephm@microsoft.com
Web: www.microsoft.com

TOTAL:

£3.92m

(91% of total revenues)

ROCKSTAR SAN DIEGO

64

DOWN FROM 45

NO. 62 £4.01m

USA

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 ROCKSTAR GAMES TABLE TENNIS	TAKE 2	4	XB360	MAY 06	£2.43m
2 MIDNIGHT CLUB 3: DUB EDIT. REMIX	TAKE 2	47	PS2, XB	MAR 06	£1.01m
3 MIDNIGHT CLUB 3: DUB EDITION	TAKE 2	1	XB, PS2	MAR 05	£0.34m
4 RED DEAD REVOLVER	TAKE 2	3	PS2, XB	JUN 04	£0.09m
5 MIDNIGHT CLUB II	TAKE 2	2	XB, PS2, PSP	MAY 03	£0.09m

STATISTICS

Owned by: Take 2
Founded: 1984

CONTACTS

Address: 5966 La Place Court,
Suite 170, Carlsbad, USA

Web: www.rockstarsandiego.com

TOTAL:

£3.96m

(99% of total revenues)

RAVEN SOFTWARE NO. 65 £3.96m
USA


TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 QUAKE 4	ACTIVISION	10	XB360, PC, MAC	OCT 05	£1.81m
2 MARVEL ULTIMATE ALLIANCE	ACTIVISION	24	PS2, XB360, XB	NOV 06	£1.38m
3 X-MEN LEGENDS II: APOCALYPSE	ACTIVISION	11	PS2, XB, PC, GC	OCT 05	£0.65m
4 X-MEN LEGENDS	ACTIVISION	18	XB, PS2, GC	OCT 04	£0.07m
5 STAR WARS: JEDI ACADEMY	ACTIVISION	6	PC, XB	SEP 03	£0.04m

STATISTICS

Owned by: Activision
Founded: 1990

CONTACTS

Main Contact: Brian Raffel
Address: 8496 Greenway Boulevard,
Middleton, W1, 53562-3538, USA
Web: www.ravensoft.com

TOTAL: £3.95m (% of total revenues)

BLIZZARD NO. 66 £3.87m
USA


TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 WORLD OF WARCRAFT	VIVENDI GAMES	2	PC	FEB 05	£3.01m
2 WARCRAFT III: REIGN OF CHAOS	VIVENDI GAMES	4	PC	JUL 02	£0.28m
3 WARCRAFT III: FROZEN THRONE	VIVENDI GAMES	13	PC, MAC	JUL 03	£0.21m
4 DIABLO II	VIVENDI GAMES	3	PC	JUN 02	£0.16m
5 DIABLO II - LORDS OF DESTRUCTION	VIVENDI GAMES	5	PC	JUN 01	£0.13m

STATISTICS

Owned by: Vivendi Games
Founded: 1994

CONTACTS

Address: PO Box 18979, Irvine,
California, 92623, USA
Web: www.blizzard.co.uk

TOTAL: £3.78m (98% of total revenues)

THE COLLECTIVE NO. 67 £3.86m
USA


TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 THE DA VINCI CODE	TAKE 2	8	PS2, PC, XB	MAY 06	£1.76m
2 GETTING UP: CONTENTS UNDER PRESSURE	ATARI	15	PS2, XB, PC	FEB 06	£1.21m
3 STAR WARS EP III: REVENGE OF THE SITH	LUCASARTS	1	PS2, XB	MAY 05	£0.88m
4 INDIANA JONES & EMPEROR'S TOMB	LUCASARTS	13	XB, PS2, MAC, PC	APR 03	£0.01m

STATISTICS

Owned by: Foundation 9 Ent.
Founded: 1997

CONTACTS

Main contact: Douglas Hare
Address: 1900 Quail Street, Newport
Beach, CA, 92660, USA
Tel: 949 255 1900
Email: info@collectivestudios.com

TOTAL: £3.86m (100% of total revenues)

MAGENTA NO. 68 £3.85m

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 BUZZ! JUNIOR: JUNGLE PARTY	SONY	21	PS2	OCT 06	£3.56m
2 STUART LITTLE 3: BIG PHOTO	SONY	156	PS2	OCT 05	£0.29m
3 THE CAT IN THE HAT	VIVENDI GAMES	9	PS2	APR 03	£0.01m

STATISTICS

Owned by: Independent
Founded: 1994

CONTACTS

Address: Unit 34, The Colonnades,
Albert Dock, Liverpool, L3 4AA, UK

www.magentasoftware.com

TOTAL:

£3.85m

(78% of total revenues)

SHABA NO. 69 £3.83m

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 TONY HAWK'S PROJECT 8	ACTIVISION	15	PS2, XB	NOV 06	£2.26m
2 SHREK SUPER SLAM	ACTIVISION	22	PS2, XB, GC	NOV 05	£1.07m
3 TONY HAWK'S UNDERGROUND 2: REMIX	ACTIVISION	9	PSP	SEP 05	£0.50m

STATISTICS

Owned by: Activision
Founded: 1997

CONTACTS

Address: 501 Falsam street, San
Francisco, CA 94105, USA

Email: info@shaba.com

Tel: 510-547-6101

Web: www.shaba.com

TOTAL:

£3.83m

(66% of total revenues)

BLITZ GAMES NO. 70 £3.81m

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 BRATZ: FOREVER DIAMONDZ	THQ	9	PS2, GC	MAR 06	£1.40m
2 SPONGEBOB: KRUSTY KRAB	THQ	49	PS2, WII, GC	NOV 06	£0.94m
3 BRATZ: ROCK ANGELZ	THQ	1	PS2, GC	OCT 05	£0.81m
4 PACMAN WORLD 3	ELECTRONIC ARTS	178	PS2, PSP, GC, PC, XB	MAY 06	£0.34m
5 STITCH EXPERIMENT 626	DISNEY INTERACTIVE	159	PS2	OCT 02	£0.25m

STATISTICS

Owned by: Independent
Founded: 1990

CONTACTS

Address: Bedford Court, Bedford
Street, Leamington Spa, Warks
CV32 5DY, UK

Business@blitzgames.com

TOTAL:

£3.74m

(98% of total revenues)

BARKING LIZARDS NO. 71 £3.75m**USA**

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 BRATZ: FOREVER DIAMONDZ	THQ	9	DS, GBA	NOV 06	£3.63m
2 BRATZ: BABYZ	THQ	409	GBA	NOV 06	£0.11m
3 MARVEL ULTIMATE ALLIANCE	ACTIVISION	24	GBA	NOV 06	£0.01m

STATISTICS

Owned by: Independent
Founded: 2001

CONTACTS

Address: 1751 International Pkwy
Suite 131 Richardson, Texas,
75081, USA

www.barkinglizards.com

TOTAL:

£3.75m

(100% of total revenues)

LIONHEAD STUDIOS NO. 72 £3.73m**USA**

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 THE MOVIES	ACTIVISION	28	PC	NOV 05	£1.00m
2 FABLE: THE LOST CHAPTERS	MICROSOFT	27	PC, XB	SEP 05	£0.86m
3 BLACK & WHITE 2	ELECTRONIC ARTS	6	PC	OCT 05	£0.76m
4 FABLE	MICROSOFT	2	XB	OCT 04	£0.51m
5 THE MOVIES: STUNTS & EFFECTS	ACTIVISION	50	PC	JUN 06	£0.24m

STATISTICS

Owned by: Microsoft
Founded: 1997

CONTACTS

Address: 1 Occam Court, Surrey
Research Park, Guildford, Surrey,
GU2 7YQ, UK
Tel: 01483 401 000
Web: www.lionhead.com

TOTAL:

£3.37m

(90% of total revenues)

REFLECTIONS NO. 73 £3.65m**UK**

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 DRIVER: PARALLEL LINES	ATARI	7	PS2, XB	MAR 06	£3.30m
2 DRIV3R	ATARI	1	XB, PS2, PC	JUN 04	£0.30m
3 STUNTMAN	ATARI	1	PS2	SEP 02	£0.02m
4 DRIVER	ATARI	1	PC, PL, MAC	JUN 99	£0.02m

STATISTICS

Owned by: Ubisoft
Founded: 1996

CONTACTS

www.ubi.com

TOTAL:

£3.65m

(100% of total revenues)

BEAUTIFUL GAME STUDIOS NO. 74 £3.65m



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 CHAMPIONSHIP MANAGER 2006	EIDOS	3	PC	MAR 06	£2.12m
2 CHAMPIONSHIP MANAGER 2007	EIDOS	9	PC	OCT 06	£1.33m
3 CHAMPIONSHIP MANAGER 5	EIDOS	2	PC	MAR 05	£0.12m

STATISTICS

Owned by: Eidos
Founded: 2003

CONTACTS

Address: United House, North
Road, London, N7 9DP, UK
Tel: +44 (0)20 7609 8191
www.bgstudios.co.uk

TOTAL:

£3.65m

(100% of total revenues)

ALTRON NO. 75 £3.63m

JAPAN



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 SIMPSONS: ROAD RAGE	THQ	12	GBA	JUN 03	£1.68m
2 BRATZ: ROCK ANGELZ	THQ	1	GBA	OCT 05	£0.96m
3 ALEX RIDER: STORMBREAKER	THQ	49	DS	JUL 06	£0.52m
4 FINDING NEMO: ESCAPE TO BIG BLUE	THQ	348	DS	MAR 06	£0.21m
5 FLUSHED AWAY	D3P	21	GBA	NOV 06	£0.12m

STATISTICS

Owned by: Independent
Founded: 1983

CONTACTS

www.altron.co.jp

TOTAL:

£3.50m

(96% of total revenues)

TEAM NINJA NO. 76 £3.61m

JAPAN



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 DEAD OR ALIVE 4	MICROSOFT	1	XB360	JAN 06	£3.09m
2 DEAD OR ALIVE XTREME 2	MICROSOFT	237	XB360	DEC 06	£0.22m
3 NINJA GAIDEN: BLACK	MICROSOFT	161	XB	OCT 05	£0.12m
4 DEAD OR ALIVE ULTIMATE	MICROSOFT	4	XB	FEB 05	£0.04m

STATISTICS

Owned by: Tecmo
Founded: 1967

CONTACTS

Address: Tecmo, PO Box 5553
21213-B Hawthorne Blvd, Torrance,
California 90503, USA
:www.tecmogames.com

TOTAL:

£3.54m

(98% of total revenues)

REBELLION NO. 77 £3.58m


TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 FROM RUSSIA WITH LOVE	ELECTRONIC ARTS	16	PSP	APR 06	£1.01m
2 MIAMI VICE: THE GAME	VIVENDI GAMES	25	PSP	JUL 06	£0.79m
3 ROGUE TROOPER	EIDOS	38	XB, PS2, PC	APR 06	£0.66m
4 SNIPER ELITE	UBISOFT	15	PC, PS2, XB	SEP 06	£0.50m
5 GUN: SHOWDOWN	ACTIVISION	277	PSP	NOV 06	£0.25m

STATISTICS

Owned by: Independent
Founded: 1992

CONTACTS

Main contact: Jason Kingsley, CEO
Address: The Studio, Brewer Street, Oxford, OX1 1QN, UK
Tel: +44 (0) 1865 792201
Email: jason@rebellion.co.uk
www.rebellion.co.uk

TOTAL: £3.21m (89% of total revenues)

EDEN STUDIOS NO. 78 £3.58m


TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 TEST DRIVE UNLIMITED	ATARI	4	XB360	SEP 06	£3.58m

STATISTICS

Owned by: Atari
Founded: 1992

CONTACTS

Address: Immeuble 'Le Part-Dieu Vivier Merle' 83 – 85 Boulevard Vivier Merle 69487 Lyon Cedex 03, France
www.eden-studios.fr

TOTAL: £3.58m (100% of total revenues)

HEAVY IRON STUDIOS NO. 79 £3.56m


TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 THE INCREDIBLES: THE UNDERMINER	THQ	25	PS2, XB, PC, GC	NOV 05	£1.07m
2 SPONGEBOB SQUAREPANTS MOVIE	THQ	1	PS2, PC, XB, GC	FEB 05	£0.96m
3 THE INCREDIBLES	THQ	3	GC, XB, PS2	NOV 04	£0.78m
4 SPONGEBOB: BIKINI BOTTOM	THQ	5	XB, PC, PS2	DEC 03	£0.34m
5 SCOOPY-DOO: NIGHT OF 100 FRIGHTS	THQ	14	PS2, GC	AUG 02	£0.32m

STATISTICS

Owned by: THQ
Founded: 1999

CONTACTS

Address: 6601 Center Drive, West Suite 400, Los Angeles, California 90045, USA

TOTAL: £3.48m (98% of total revenues)

ARENA.NET NO. 80 £3.41m

USA

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 GUILD WARS: FACTIONS	NCSoft EUROPE	7	PC	APR 06	£1.59m
2 GUILD WARS	NCSoft EUROPE	8	PC	APR 05	£0.93m
3 GUILD WARS: NIGHTFALL	NCSoft EUROPE	15	PC	OCT 06	£0.89m

STATISTICS

Owned by: NCSoft
Founded: 2000

CONTACTS

Address: 10020 Main St. 164
Bellevue, WA, 98004, USA

www.arena.net

TOTAL:	£3.41m	(100% of total revenues)
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EDGE OF REALITY NO. 81 £3.24m

USA

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 OVER THE HEDGE	ACTIVISION	3	PS2, XB, GC	JUN 06	£2.85m
2 SHARK TALE	ACTIVISION	8	PS2, XB, GC	OCT 04	£0.25m
3 THE SIMS	ELECTRONIC ARTS	1	PS2, XB, GC	FEB 03	£0.14m

STATISTICS

Owned by: Independent
Founded: 1998

CONTACTS

Address: 6101 W Courtyard Drive,
Building 1, Suite 200. Austin, Texas
78730, USA

www.edgeofreality.com

TOTAL:	£3.24m	(100% of total revenues)
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VALVE NO. 82 £3.421m

USA

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 HALF-LIFE 2: EPISODE ONE	ELECTRONIC ARTS	8	PC	JUN 06	£1.00m
2 HALF-LIFE 2: GAME OF THE YEAR EDITION	ELECTRONIC ARTS	139	PC	SEP 05	£0.95m
3 COUNTER-STRIKE: SOURCE	ELECTRONIC ARTS	196	PC	OCT 05	£0.46m
4 HALF-LIFE 2	ELECTRONIC ARTS	3	XB, PC	NOV 04	£0.45m
5 DAY OF DEFEAT: SOURCE	ELECTRONIC ARTS	299	PC	FEB 06	£0.13m

STATISTICS

Owned by: Independent
Founded: 1996

CONTACTS

Main contact: Doug Lombardi
Address: 10500 NE 8th Street, Suite
1000, Bellevue King 98009, USA
www.valavesoftware.com

TOTAL:	£2.99m	(93% of total revenues)
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FRONTIER DEVELOPMENTS NO. 83 £3.16M

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 WALLACE & GROMIT: WERE-RABBIT	KONAMI	12	PS2, XB	OCT 05	£0.83m
2 ROLLERCOASTER TYCOON 3: GOLD	ATARI	173	PC	NOV 05	£0.63m
3 ROLLERCOASTER TYCOON 3	ATARI	26	PC, MAC	NOV 04	£0.55m
4 DOG'S LIFE	SONY	76	PS2	NOV 03	£0.35m
5 THRILLVILLE	ATARI	162	PS2	NOV 05	£0.31m

STATISTICS

Owned by: Independent
Founded: 1994

CONTACTS

Main contact: David Walsh
Address: 306 Cabridge Science
Park, Milton Road, Cambridgeshire,
CB4 0WG, UK
Email: dwalsh@frontier.co.uk
Web: www.frontier.co.uk

TOTAL:

£2.67m

(84% of total revenues)

STUDIO LIVERPOOL NO. 84 £3.13M

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 FORMULA 1 06	SONY	10	PS2, PSP	JUL 06	£2.11m
2 WIPEOUT PURE	SONY	3	PSP	SEP 05	£0.73m
3 FORMULA 1 05	SONY	16	PS2	JUN 05	£0.24m
4 FORMULA 1 04	SONY	8	PS2	AUG 04	£0.03m
5 FORMULA ONE 2002	SONY	26	PS2	NOV 02	£0.01m

STATISTICS

Owned by: Sony
Founded: 1992

CONTACTS

Main contact: Clemens Wangerin
(Development Director)
Address: Wavertree Technology
Park, Stephenson Way, Napier
Court, Liverpool, L13 1HD, UK
Tel: +44 (0) 151 282 3000

TOTAL:

£2.67m

(84% of total revenues)

GAME FREAK NO. 85 £3.10M

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 POKEMON EMERALD	NINTENDO	5	GBA	OCT 05	£2.66m
2 POKEMON FIRE RED	NINTENDO	3	GBA	OCT 04	£0.20m
3 POKEMON LEAF GREEN	NINTENDO	7	GBA	OCT 04	£0.16m
4 POKEMON SAPPHIRE	NINTENDO	2	GBA	JUL 03	£0.05m
5 POKEMON RUBY	NINTENDO	1	GBA	JUL 03	£0.03m

STATISTICS

Owned by: Nintendo
Founded: 1989

CONTACTS

www.gamefreak.co.jp

TOTAL:

£3.10m

(100% of total revenues)

MIDWAY NO. 86 £3.07m						USA		
TOP TITLES		PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE	STATISTICS Owned by: Midway Founded: 1974 CONTACTS Address: 10110 Mesa Rim Road, San Diego, 92121, USA www.midway.com	
1	RISE & FALL: CIVILIZATIONS AT WAR	MIDWAY	8	PC	JUN 06	£1.19m		
2	MORTAL KOMBAT: ARMAGEDDON	MIDWAY	27	PS2	OCT 06	£0.93m		
3	GAUNTLET: SEVEN SORROWS	MIDWAY	71	PS2, XB	MAR 06	£0.41m		
4	AREA 51	MIDWAY	3	PS2, XB, PC	MAY 05	£0.32m		
5	MORTAL KOMBAT: DECEPTION	MIDWAY	12	PS2, XB	NOV 04	£0.13m		
					TOTAL:	£2.97m	(97% of total revenues)	
PETROGLYPH NO. 87 £2.98m						USA		
TOP TITLES		PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE	STATISTICS Owned by: Independent Founded: 2003 CONTACTS www.petroglyphgames.com	
1	STAR WARS: EMPIRE AT WAR	LUCASARTS	2	PC	FEB 06	£2.66m		
2	STAR WARS: FORCES OF CORRUPTION	LUCASARTS	65	PC	OCT 06	£2.32m		
					TOTAL:	£2.98m	(100% of total revenues)	
LOCOMOTIVE GAMES NO. 88 £2.97m						USA		
TOP TITLES		PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE	STATISTICS Owned by: THQ Founded: 1998 CONTACTS www.locomotivegames.com	
1	CARS	THQ	1	PSP	JUL 06	£2.97m		
					TOTAL:	£2.97m	(100% of total revenues)	

MICROSOFT GAME STUDIOS NO. 89 £2.83m
UK


TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 MS FLIGHT SIM 2004: CENTURY OF FLIGHT	MICROSOFT	19	PC	MAY 03	£0.98m
2 FORZA MOTORSPORT	MICROSOFT	2	XB	MAY 05	£0.97m
3 XBOX 360 LIVE ARCADE UNPLUGGED	MICROSOFT	24	XB360	SEP 06	£0.64m
4 FLIGHT SIMULATOR 2002	MICROSOFT	97	PC	NOV 01	£0.10m
5 LINKS 2003	EMPIRE INTERACTIVE	100	PC	OCT 02	£0.03m

STATISTICS

Owned by: Microsoft
Founded: 1974

CONTACTS

Main contact: Stephen McGill
Address: Thames Valley Park,
Reading, Berkshire RG6 1WG, UK
Email: stephm@microsoft.com
www.microsoft.com

TOTAL:

£2.73m

(97% of total revenues)

POLYPHONY DIGITAL NO. 90 £2.82m
JAPAN


TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 GRAN TURISMO 4	SONY	1	PS2	MAR 05	£1.50m
2 TOURIST TROPHY	SONY	12	PS2	JUN 06	£1.24m
3 GRAN TURISMO 3	SONY	1	PS2	JUL 01	£0.06m
4 GRAN TURISMO: CONCEPT	SONY	1	PS2	JUL 02	£0.02m

STATISTICS

Owned by: Sony
Founded: 1998

CONTACTS

Main contact: Kazunori Yamauchi
Address: 2-6-21, Minami-Aoyama,
Minato-ku, Tokyo, 107-0062 Japan
www.polyphony.co.jp

TOTAL:

£2.82m

(100% of total revenues)

AMUSEMENT VISION NO. 91 £2.82m
JAPAN


TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 SUPER MONKEY BALL: TOUCH & ROLL	SEGA	40	DS	FEB 06	£1.47m
2 SUPER MONKEY BALL DELUXE	SEGA	10	PS2, XB	AUG 05	£0.46m
3 YAKUZA	SEGA	20	PS2	SEP 06	£0.60m
4 F-ZERO GX	NINTENDO	9	GC	NOV 03	£0.01m
5 SUPER MONKEY BALL	ATARI	4	GC, N-G	MAY 02	£0.01m

STATISTICS

Owned by: Sega
Founded: 2000

CONTACTS

www.amusementvision.com

TOTAL:

£2.81m

(100% of total revenues)

LUXOFLUX NO. 92 £2.78m



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 TRUE CRIME: NEW YORK CITY	ACTIVISION	7	PS2, XB, GC, PC	NOV 05	£2.05m
2 SHREK 2	ACTIVISION	2	PS2, XB, GBA, GC	JUN 04	£0.59m
3 TRUE CRIME: STREETS OF LA	ACTIVISION	2	XB, PS2, PC, GC	NOV 03	£0.14m

STATISTICS

Owned by: Activision
Founded: 1997

CONTACTS

Main contact: Peter Moraweic
Address: 3420 Ocean Park
Boulevard, Suite 1000, Santa
Monica, California 90405, USA
Email: petermoraweic@luxoflux.com
www.luxoflux.com

TOTAL: £2.78m (100% of total revenues)

MONOLITH NO. 93 £2.76m



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 CONDEMNED: CRIMINAL ORIGINS	SEGA	18	XB360, PC	DEC 05	£1.85m
2 F.E.A.R.	VIVENDI GAMES	6	PC	OCT 05	£0.87m
3 THE MATRIX ONLINE	SEGA	21	PC	APR 05	£0.03m

STATISTICS

Owned by: Warner Bros Entertainment
Founded: 1994

CONTACTS

Email: contact@lith.com
www.lith.com

TOTAL: £2.75m (100% of total revenues)

KROME STUDIOS NO. 94 £2.73m



TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 THE LEGEND OF SPYRO: A NEW BEGINNING	VIVENDI GAMES	16	PS2, XB, GBA, GC	OCT 06	£2.62m
2 TY TASMANIAN TIGER 2: BUSH RESCUE	ELECTRONIC ARTS	52	PS2, XB, GC, GBA	NOV 04	£0.08m
3 KING ARTHUR	KONAMI	115	PS2, XB, GC	FEB 05	£0.02m
4 TY THE TASMANIAN TIGER	ELECTRONIC ARTS	33	PS2, XB, GC	DEC 02	£0.01m

STATISTICS

Owned by: Independent
Founded: 1999

CONTACTS

Address: PO Box 1639, Fortitude
Valley, Brisbane, Queensland 4006,
Australia
www.kromestudios.com

TOTAL: £2.73m (100% of total revenues)

OMEGA FORCE NO. 95 £2.73m

JAPAN

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 DYNASTY WARRIORS 5: EMPIRES	KOEI	14	XB360, PS2	JUN 06	£0.88m
2 DYNASTY WARRIORS 5: XTREME LEGENDS	KOEI	63	PS2	FEB 06	£0.43m
3 DYNASTY WARRIORS 5	KOEI	15	PS2, XB	JUN 05	£0.39m
4 DYNASTY WARRIORS	KOEI	39	PSP	SEP 05	£0.36m
5 SAMURAI WARRIORS 2	KOEI	79	PS2, XB360	SEP 06	£0.29m

STATISTICS

Owned by: Koei
Founded: 1988

CONTACTS

Main contact: Mr Tomoike
Address: 1-18-12 Minowa,
Kouhoku, Yokahoma 223-8503,
Japan
www.koei.com

TOTAL:

£2.36m

(86% of total revenues)

HIGH VOLTAGE NO. 96 £2.71m

USA

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 CHARLIE & THE CHOCOLATE FACTORY	TAKE 2	2	PS2, XB, GC	JUL 05	£1.00m
2 FAMILY GUY	TAKE 2	43	PS2, PSP, XB	OCT 06	£0.70m
3 ZATHURA	TAKE 2	76	PS2, XB	JAN 06	£0.37m
4 50 CENT: BULLETPROOF	VIVENDI GAMES	5	PSP	OCT 06	£0.33m
5 CODENAME: KIDS NEXT DOOR	TAKE 2	389	PS2, XB, GC	DEC 05	£0.17m

STATISTICS

Owned by: Independent
Founded: 1993

CONTACTS

Address: 2345 Pembroke Ave,
Hoffman Estates, Illinois 60195,
USA

www.high-voltage.com

TOTAL:

£2.57m

(95% of total revenues)

SAVAGE ENTERTAINMENT NO. 97 £2.64m

USA

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 STAR WARS: BATTLEFRONT II	LUCASARTS	1	PSP	NOV 05	£2.16m
2 SCOOBY-DOO WHO'S WATCHING WHO?	THQ	62	PSP	NOV 06	£0.35m
3 HE-MAN: DEFENDER OF GRAYSKULL	MIDAS INTERACTIVE	38	PS2	FEB 05	£0.13m

STATISTICS

Owned by: Independent
Founded: 1998

CONTACTS

Address: 4079C Redwood Avenue,
Los Angeles, California, 90066, USA
www.lsavageentertainment.com

TOTAL:

£2.64m

(100% of total revenues)

STUDIO CAMBRIDGE NO. 98 £2.56m

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 24: THE GAME	SONY	5	PS2	MAR 06	£2.22m
2 MEDIEVIL RESURRECTION	SONY	16	PSP	SEP 05	£0.32m
3 GHOSTHUNTER	SONY	112	PS2	DEC 03	£0.03m

STATISTICS

Owned by: Sony
Founded: 1997

CONTACTS

Main contact: James Shepherd
Address: City House, 126-130 Hills
Road, Cambridge, CB2 1RE, UK
Tel: +44 (0) 1223 341 800

TOTAL: £2.57m (100% of total revenues)

UBISOFT (ROMANIA) NO. 99 £2.51m

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 BLAZING ANGELS: SQUADRONS OF WWII	UBISOFT	12	XB360	MAR 06	£2.23m
2 SILENT HUNTER III	UBISOFT	29	PC	MAR 05	£0.20m
3 CHESSMASTER 10TH EDITION	UBISOFT	381	PC	SEP 04	£0.08m

STATISTICS

Owned by: Ubisoft
Founded: 1992

CONTACTS

www.ubi.com

TOTAL: £2.51m (100% of total revenues)

JUICE GAMES NO. 100 £2.51m

TOP TITLES	PUBLISHER	HIGHEST UK CHART	FORMATS	UK RELEASE DATE	REVENUE
1 JUICED	THQ	1	PS2	JUN 05	£1.41m
2 JUICED: ELIMINATOR	THQ	38	PSP	JUL 06	£1.10m

STATISTICS

Owned by: THQ
Founded: 2003

CONTACTS

Main contact: Colin Bell
Address: 84 Sankey Street,
Warrington, Cheshire, WA1 5SF, UK
Web: www.juicegames.com

TOTAL: £2.51m (100% of total revenues)

1-100

POSITION	STUDIO	REVENUES	PAGE	POSITION	STUDIO	REVENUES	PAGE
1	EA Canada	£115,513,113	10	26	HB Studios	£9,111,031	55
2	Nintendo	£70,964,597	12	27	Codemasters	£8,830,012	56
3	Konami	£43,203,751	14	28	Pandemic Studios	£8,320,951	57
4	Maxis	£41,741,243	16	29	Rainbow Studios	£8,251,713	59
5	Traveller's Tales	£26,295,661	18	30	Climax	£8,174,333	60
6	Rockstar Leeds	£25,279,940	20	31	Team 17	£8,151,210	61
7	Ubisoft France	£24,254,627	22	32	Bizarre Creations	£8,048,645	65
8	Yuke's	£22,483,268	24	33	Vicarious Creations	£8,042,114	66
9	EA Redwood Shores	£22,023,924	26	34	EA Chicago	£7,885,606	67
10	Ubisoft Montreal	£21,638,640	30	35	Volition	£7,876,322	68
11	Amaze Entertainment	£21,576,114	32	36	IO Interactive	£7,808,578	69
12	Treyarch	£20,407,760	33	37	Creative Assembly	£7,210,676	71
13	EA UK-Criterion	£19,097,069	34	38	Neversoft	£7,061,681	72
14	London Studio	£17,615,818	35	39	Rockstar Vancouver	£7,020,400	73
15	Crystal Dynamics	£16,477,320	37	40	Headgate Studios	£6,806,657	74
16	Epic Games	£15,806,225	39	41	Square Enix	£6,518,697	75
17	Capcom	£15,579,971	40	42	Avalanche Studios	£6,459,304	77
18	Sports Interactive	£15,488,116	42	43	Infinity Ward	£6,409,958	78
19	Radical Entertainment	£15,051,442	44	44	Relic	£6,308,794	79
20	Relentless Studios	£14,053,572	47	45	Kuju Entertainment	£6,074,156	81
21	Sonic Team	£12,890,825	49	46	Rare	£6,049,010	83
22	Bethesda	£11,112,740	50	47	Helixe	£5,913,330	84
23	Namco	£11,023,757	51	48	Ubisoft Shanghai	£5,673,165	85
24	A2M	£10,899,305	52	49	Eurocom Entertainment	£5,513,061	86
25	EA LA	£9,588,304	53	50	Exient	£5,397,124	89



POSITION	STUDIO	REVENUES	PAGE	POSITION	STUDIO	REVENUES	PAGE
51	Chunsoft	£5,385,766	90	76	Team Ninja	£3,609,606	103
52	Sumo Digital	£5,194,784	90	77	Rebellion	£3,584,633	104
53	EA Tiburon	£5,041,482	91	78	Eden Studios	£3,584,555	104
54	Blue Fang	£5,030,504	91	79	Heavy Iron Studios	£3,562,208	104
55	Backbone	£5,028,377	92	80	Arenanet	£3,412,672	105
56	Sony Japan	£4,981,030	92	81	Edge Of Reality	£3,239,507	105
57	Rockstar North	£4,960,840	93	82	Valve	£3,211,818	105
58	Digital Illusions	£4,922,110	93	83	Frontier Developments	£3,164,593	106
59	Harmonix	£4,907,146	94	84	Studio Liverpool	£3,126,856	106
60	7 Studios	£4,831,254	94	85	Game Freak	£3,102,480	106
61	MTO	£4,405,041	97	86	Midway	£3,071,720	107
62	Gusto Games	£4,401,277	97	87	Petroglyph	£2,981,154	107
63	Ensemble Studios	£4,332,362	63	88	Locomotive Games	£2,968,167	107
64	Rockstar San Diego	£4,012,495	64	89	Microsoft	£2,828,763	108
65	Raven Software	£3,958,920	100	90	Polyphony Digital	£2,824,646	108
66	Blizzard Entertainment	£3,874,146	100	91	Amusement Vision	£2,820,567	108
67	The Collective	£3,862,491	100	92	Luxoflux	£2,782,155	109
68	Magenta	£3,853,433	101	93	Monolith	£2,756,940	109
69	Shaba	£3,829,021	101	94	Krome Studios	£2,733,956	109
70	Blitz Games	£3,809,307	101	95	Omega Fource	£2,732,514	110
71	Barking Lizards	£3,754,580	102	96	High Voltage	£2,707,112	110
72	Lionhead Studios	£3,731,638	102	97	Savage Entertainment	£2,641,492	110
73	Reflections	£3,650,954	102	98	Studio Cambridge	£2,564,611	111
74	Beautiful Game Studios	£3,647,736	103	99	Ubisoft Romania	£2,511,273	111
75	Altron	£3,629,147	103	100	Juice Games	£2,510,047	111



A-Z INDEX

STUDIO	POSITION	REVENUES	PAGE	STUDIO	POSITION	REVENUES	PAGE
7 Studios	60	£4,831,254	94	EA Redwood Shores	9	£22,023,924	26
A2M	24	£10,899,305	52	EA Tiburon	53	£5,041,482	91
Altron	75	£3,629,147	103	EA UK-Criterion	13	£19,097,069	34
Amaze Entertainment	11	£21,576,114	32	Eden Studios	78	£3,584,555	104
Amusement Vision	91	£2,820,567	108	Edge Of Reality	81	£3,239,507	105
Arenanet	80	£3,412,672	105	Ensemble Studios	63	£4,332,362	63
Avalanche Studios	42	£6,459,304	77	Epic Games	16	£15,806,225	39
Backbone	55	£5,028,377	92	Eurocom Entertainment	49	£5,513,061	86
Barking Lizards	71	£3,754,580	102	Exient	50	£5,397,124	89
Beautiful Game Studios	74	£3,647,736	103	Frontier Developments	83	£3,164,593	106
Bethesda	22	£11,112,740	50	Game Freak	85	£3,102,480	106
Bizarre Creations	32	£8,048,645	65	Gusto Games	62	£4,401,277	97
Blitz Games	70	£3,809,307	101	Harmonix	59	£4,907,146	94
Blizzard Entertainment	66	£3,874,146	100	HB Studios	26	£9,111,031	55
Blue Fang	54	£5,030,504	91	Headgate Studios	40	£6,806,657	74
Capcom	17	£15,579,971	40	Heavy Iron Studios	79	£3,562,208	104
Chunsoft	51	£5,385,766	90	Helixe	47	£5,913,330	84
Climax	30	£8,174,333	60	High Voltage	96	£2,707,112	110
Codemasters	27	£8,830,012	56	Infinity Ward	43	£6,409,958	78
Creative Assembly	37	£7,210,676	71	IO Interactive	36	£7,808,578	69
Crystal Dynamics	15	£16,477,320	37	Juice Games	100	£2,510,047	111
Digital Illusions	58	£4,922,110	93	Konami	3	£43,203,751	14
EA Canada	1	£115,513,113	10	Krome Studios	94	£2,733,956	109
EA Chicago	34	£7,885,606	67	Kuju Entertainment	45	£6,074,156	81
EA La	25	£9,588,304	53	Lionhead Studios	72	£3,731,638	102



STUDIO	POSITION	REVENUES	PAGE	STUDIO	POSITION	REVENUES	PAGE
Locomotive Games	88	£2,968,167	107	Rockstar North	57	£4,960,840	93
London Studio	14	£17,615,818	35	Rockstar San Diego	64	£4,012,495	64
Luxoflux	92	£2,782,155	109	Rockstar Vancouver	39	£7,020,400	73
Magenta	68	£3,853,433	101	Savage Entertainment	97	£2,641,492	110
Maxis	4	£41,741,243	16	Shaba	69	£3,829,021	101
Microsoft	89	£2,828,763	108	Sonic Team	21	£12,890,825	49
Midway	86	£3,071,720	107	Sony Japan	56	£4,981,030	92
Monolith	93	£2,756,940	109	Sports Interactive	18	£15,488,116	42
MTO	61	£4,405,041	97	Square Enix	41	£6,518,697	75
Namco	23	£11,023,757	51	Studio Cambridge	98	£2,564,611	111
Neversoft	38	£7,061,681	72	Studio Liverpool	84	£3,126,856	106
Nintendo	2	£70,964,597	11	Sumo Digital	52	£5,194,784	90
Omega Force	95	£2,732,514	110	Team 17	31	£8,151,210	61
Pandemic Studios	28	£8,320,951	57	Team Ninja	76	£3,609,606	103
Petroglyph	87	£2,981,154	107	The Collective	67	£3,862,491	100
Polyphony Digital	90	£2,824,646	108	Traveller's Tales	5	£26,295,661	18
Radical Entertainment	19	£15,051,442	44	Treyarch	12	£20,407,760	33
Rainbow Studios	29	£8,251,713	59	Ubisoft France	7	£24,254,627	22
Rare	46	£8,049,010	83	Ubisoft Montreal	10	£21,638,640	30
Raven Software	65	£3,958,920	100	Ubisoft Romania	99	£2,511,273	111
Rebellion	77	£3,584,633	104	Ubisoft Shanghai	48	£5,673,165	85
Reflections	73	£3,650,954	102	Valve	82	£3,211,818	105
Relentless Studios	20	£14,053,572	47	Vicarious Visions	33	£8,042,114	66
Relic	44	£6,308,794	79	Volition	35	£7,876,322	68
Rockstar Leeds	6	£25,279,940	20	Yuke's	8	£22,483,268	24

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TRACKING SYSTEM

The Develop 100 wouldn't exist without the thorough data provided by the games business' best research company, ChartTrack. Director Dorian Bloch gives a background to the figures which make this book possible...



After the initial daunting task of coding thousands of games with the correct developer details, we certainly feel we've learnt about developers from the ground up.

I would like to mention Adam Davis and Chris Poole here at ChartTrack – both have spent literally hundreds of hours researching games on release, often a difficult and thankless task.

Of course work is now on-going every week, so that every video game and PC game title released during 2006 was identified with the correct developer – and this also includes their ownership status (indie/publisher owned) and the country of origin.

That's another 1,748 titles on top of the thousands that were identified as a one-off in order to give us complete accuracy on every developer's portfolio of products.

Some publishers and developers are now reaping the benefits with the monthly syndicated reports that rank developers according to their on-going performance in the UK charts. And of course it would be churlish of me not to plug my own data. Feel free to get in touch if you might enjoy more regular updates – you'll even receive a full monthly report for free, to give you an idea of what's on offer (the monthly ranking of publisher-owned and independent studios, the top titles by format and even a sales breakdown by territory). Ad-hoc reports are available at any time on a developer's own titles – or its competitors'.

The great thing about on-going research is that it nurtures a relationship between ChartTrack and developer. So, for example, we now have studios telling us which games they are working on, sometimes more than a year before the game comes out. And of course we enjoy giving credit where credit is due – every week we list the developer against each title in our standard weekly report, as seen on our website and as subscribed to by just about every publisher active in this market. The international profile of the charts is higher than ever.

Here are some stats that you won't find in the rest of this book: Of all the games titles that we tracked and their revenue generated in 2006, the average across all developers turned out to be PS2 with 37 per cent (but down from 48 per cent of revenues in 2005), Xbox 360 with 16 per cent (up hugely from two per cent), PC still right up there on 14 per cent (down marginally from 15 per cent), followed by the handhelds PSP and DS both on 12 per cent (PSP up from eight per cent but DS rising from four per cent).

When looking at the revenue generated by every single product in 2006 the value accounted for by independent studios was 37 per cent

(with 63 per cent being publisher-owned). This indie/publisher-owned split has remained static over two years so although it seems like independent studios are being snapped up at an ever-increasing rate, in terms of sales, their titles have held their own against publisher-owned studios. In fact, the number of indie studios is up to from 37 to 39 inside the Top 100 for 2006. The top four territories accounted for 91 per cent of all value generated – and in descending order they are USA with 35 per cent, UK on 24 per cent, Japan on 19 per cent and Canada on 13 per cent.

Within the UK (i.e. of the 24 per cent generated by UK studios), indie studios accounted for 51 per cent, publisher-owned 49 per cent. In Canada it's a huge 87 per cent publisher-owned, the most top-heavy of all four territories, but something that will come as no surprise given the investment announced over the last year by EA, Ubisoft, Eidos and others.

Last year I singled out Criterion for special mention and for 2005 the studio was listed separately from what was then EA Chertsey.

For 2006 we have combined both and changed the name to EA UK-Criterion (since geographically speaking EA now works under one roof in the UK). The astuteness of the purchase is there for all to see, as the team now ranks No. 13 for 2006 – more impressive still is that the Criterion-made brands *Black* (released early 2006 on PS2/XB) and *Burnout Revenge* (360 version early 2006, PS2/XB were 2005) accounted for 55 per cent of EA UK-Criterion revenue (up from 50 per cent in 2005).

Also of note this year is Amaze, up from 29th to number 11 thanks to the astute handling of (and in descending order of revenue generated) DS, GBA and PSP titles, to such a degree that the top five games only account for 67 per cent of studio turnover – there is strength in depth here. In fact all of its top five titles were developed for GBA and DS – only *Pirates of the Caribbean* gained PSP dev status from Amaze.

For us Brits it is heartening to see that the purchase by Eidos/SCI of Crystal Dynamics and the subsequent handing over of all things Lara proved to be a 'safe-hands' manoeuvre. The multi-format *Tomb Raider: Legends*, released at various stages during 2006, propelled the studio from nowhere to number 15.

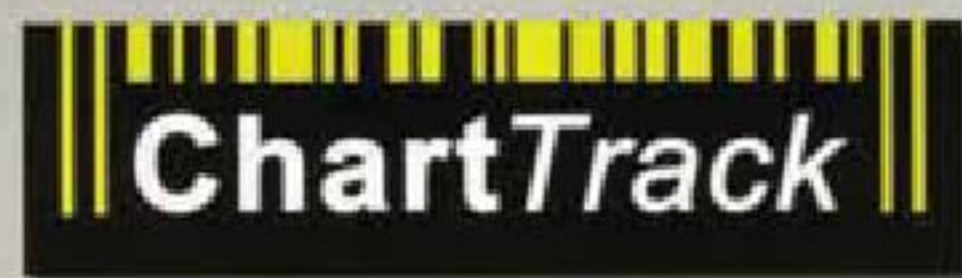
And right behind it at 16 and also a first-timer within this report is Epic Games, thanks to one Xbox 360 title that needs little introduction, *Gears Of War*. The game only hit the UK market in November 2006.

In conclusion, this is a fascinating report and the analysis within these pages has, I'm sure, been a great read for all of you developers and publishers. Here's to next year's *Develop 100*.

Dorian Bloch Director, ChartTrack

Email: dbloch@chart-track.co.uk Tel: 020 8741 7585

"Independent developers' titles have held their own against publishers' studios. In fact the number of indies in the list is up to 39..."



The alien monkeys behind the Develop 100 report

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BREAKOUT CHARTS

USA

STUDIO	REVENUE
1 Maxis	£41,741,243
2 EA Redwood Shores	£22,023,924
3 Amaze Entertainment	£21,576,114
4 Treyarch	£20,407,760
5 Crystal Dynamics	£16,477,320
6 Epic Games	£15,806,225
7 Bethesda	£11,112,740
8 EA LA	£9,588,304
9 Pandemic Studios	£8,320,951
10 Rainbow Studios	£8,251,713
TOTAL	£175,303,294

UK

STUDIO	REVENUE
1 Travellers Tales	£26,295,661
2 Rockstar Leeds	£25,279,940
3 EA UK-Criterion	£19,097,069
4 London Studio	£17,615,818
5 Sports Interactive	£15,488,116
6 Relentless	£14,053,572
7 Codemasters	£8,830,012
8 Climax	£8,174,333
9 Team 17	£8,151,210
10 Bizarre Creations	£8,048,645
TOTAL	£151,034,376

CANADA

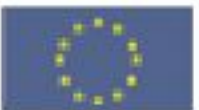
STUDIO	REVENUE
1 EA Canada	£115,513,113
2 Ubisoft Montreal	£21,638,640
3 Radical Entertainment	£15,051,442
4 A2M	£10,899,305
5 HB Studios	£9,111,031
6 Rockstar Vancouver	£7,020,400
7 Relic	£6,308,794
TOTAL	£185,542,725

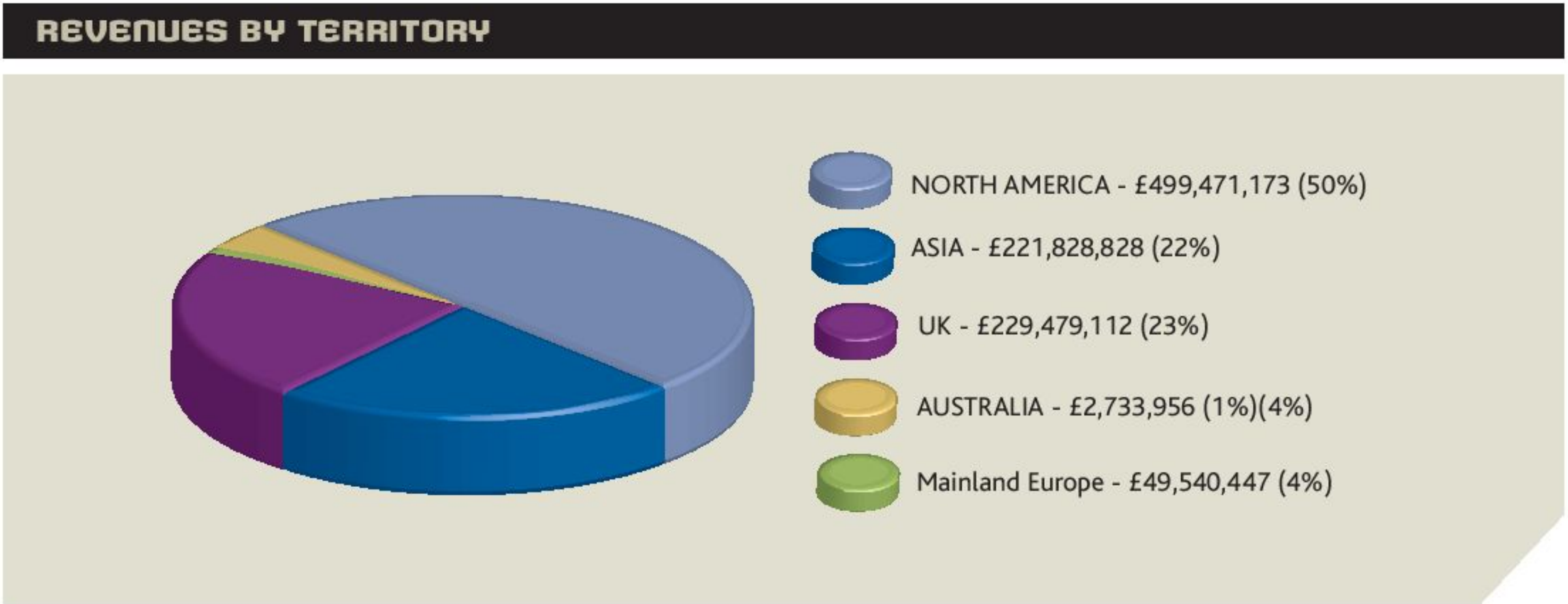
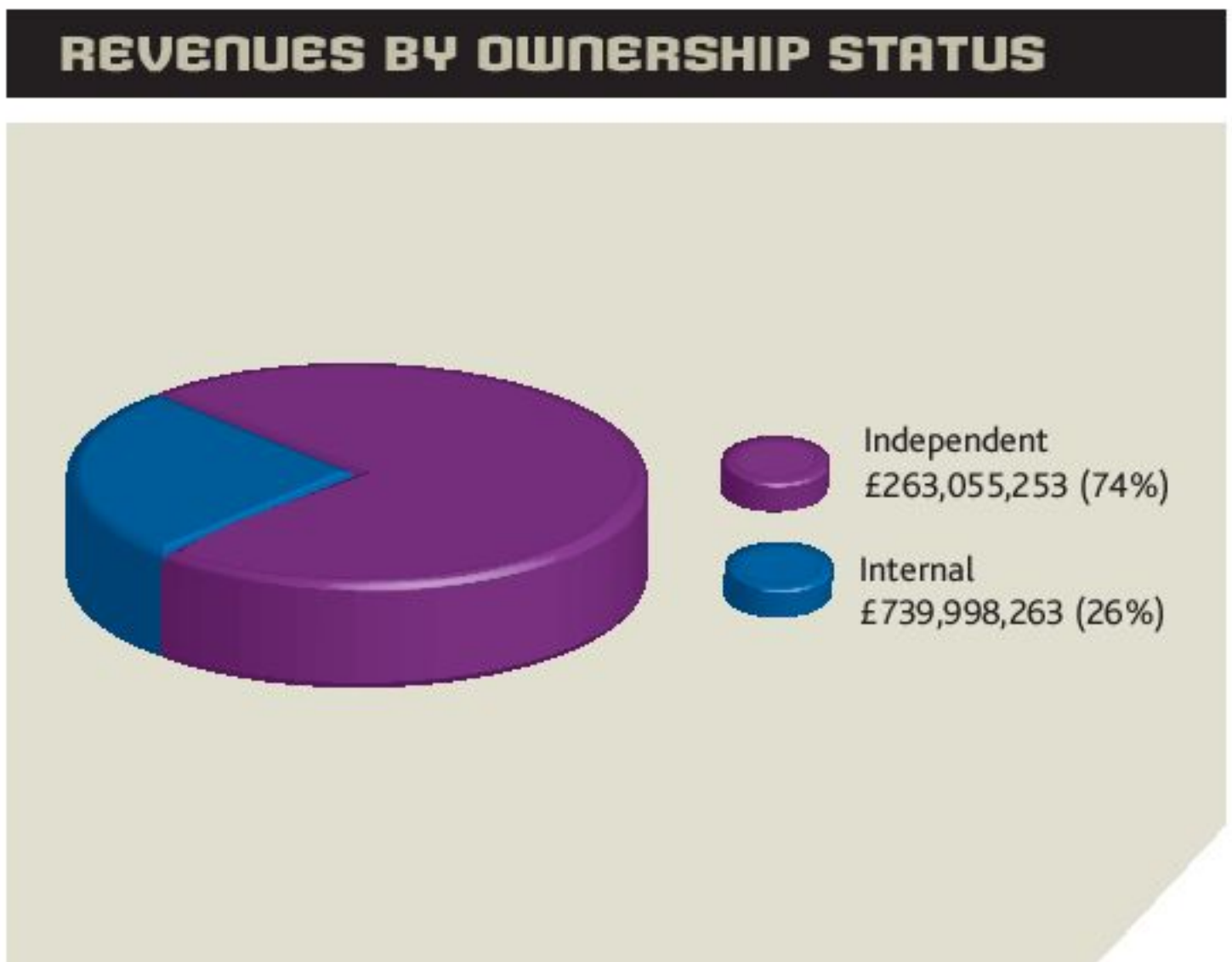
JAPAN

STUDIO	REVENUE
1 Nintendo	£70,964,597
2 Konami	£43,203,751
3 Yuke's	£22,483,268
4 Capcom	£15,579,971
5 Sonic Team	£12,890,825
6 Namco	£11,023,757
7 Square Enix	£6,518,697
8 Chunsoft	£5,385,766
9 Sony Japan	£4,981,030
10 MTO	£4,405,041
TOTAL	£197,436,703

BREAKOUT CHARTS

(CONTINUED)

MAINLAND EUROPE	
	
STUDIO	REVENUE
1 Ubisoft France (France)	£24,254,627
2 IO Interactive (Denmark)	£7,808,578
3 Avalanche Studios (Sweden)	£6,459,304
4 Digital Illusions (Sweden)	£4,922,110
5 Eden Studios (France)	£3,584,555
6 Ubisoft (Romania)	£2,511,273
TOTAL	£49,540,447





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BREAKOUT CHARTS

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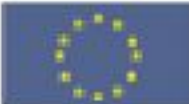
JAPAN

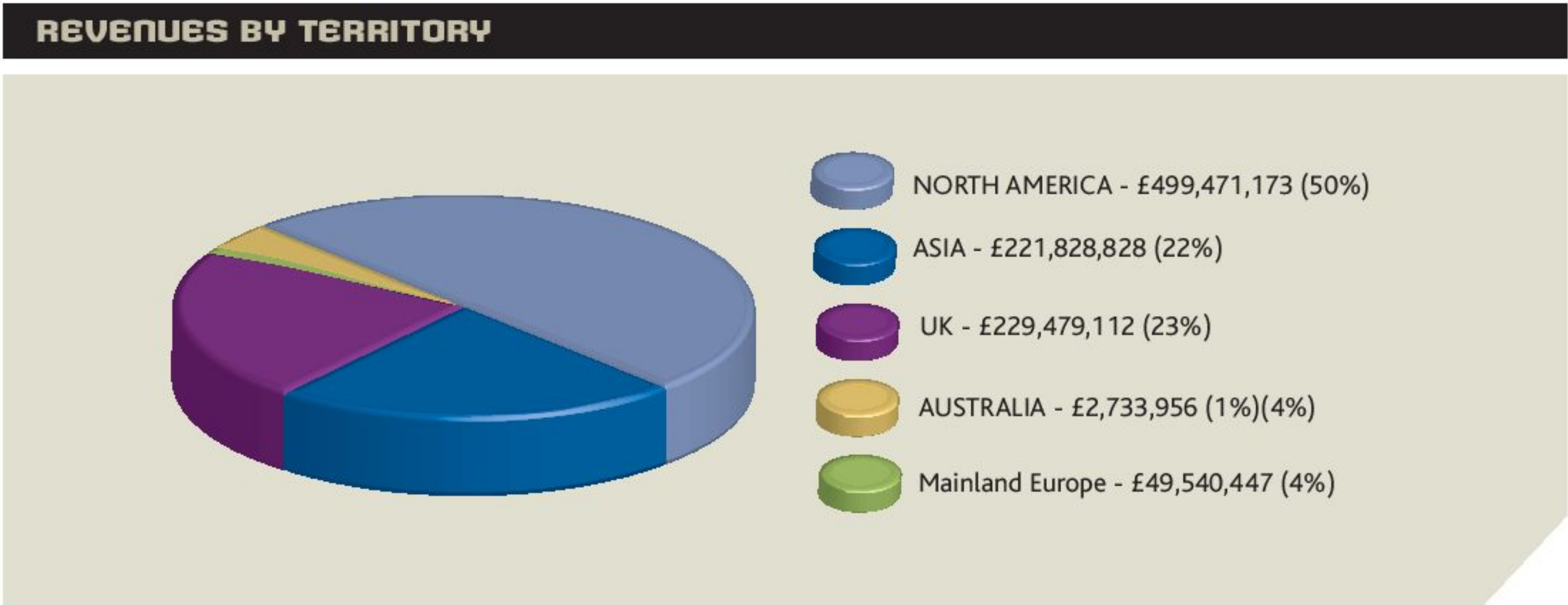
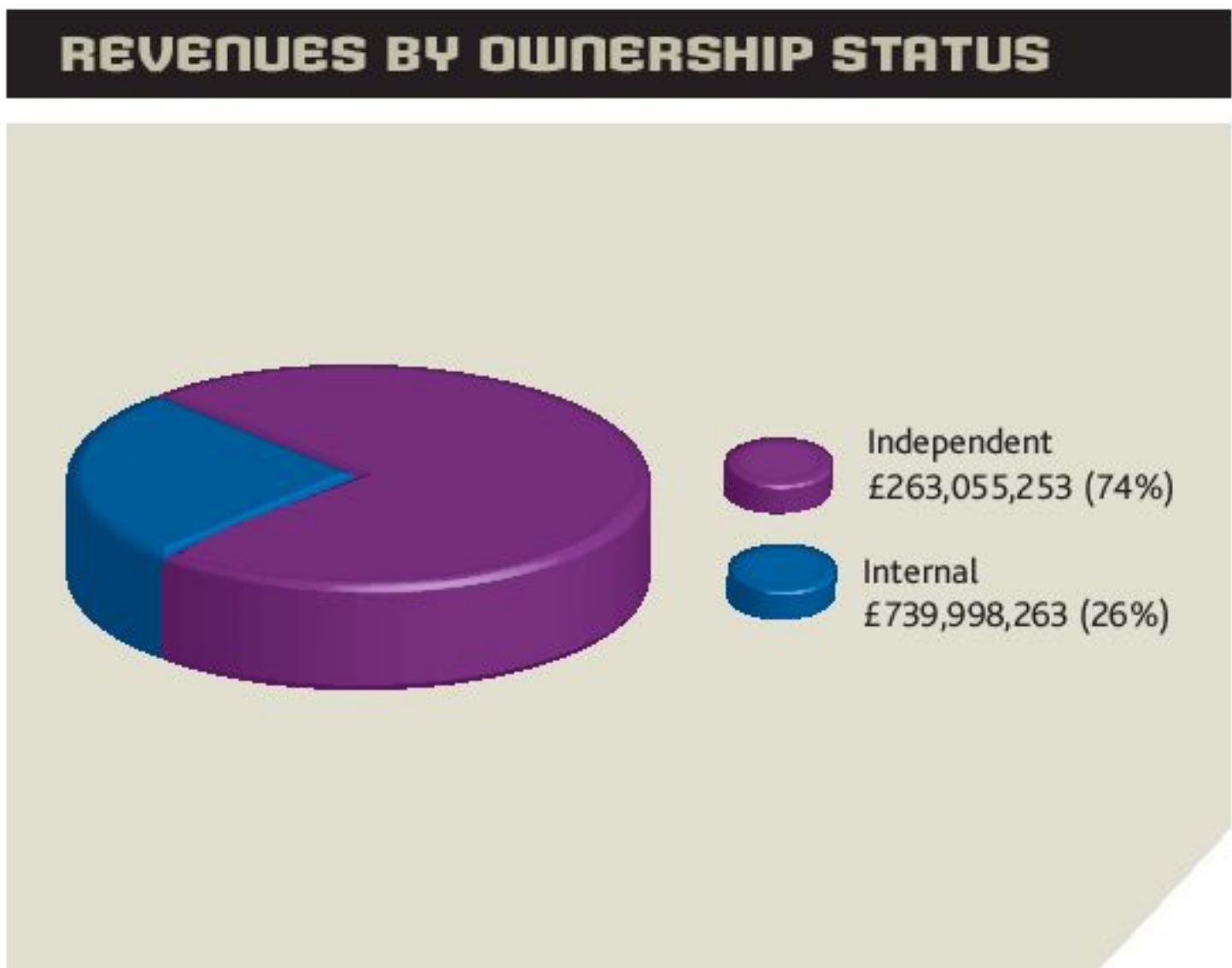


STUDIO	REVENUE
1 Nintendo	£70,964,597
2 Konami	£43,203,751
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10 MTO	£4,405,041
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BREAKOUT CHARTS

(CONTINUED)

MAINLAND EUROPE	
	
STUDIO	REVENUE
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5 Eden Studios (France)	£3,584,555
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TOTAL	£49,540,447

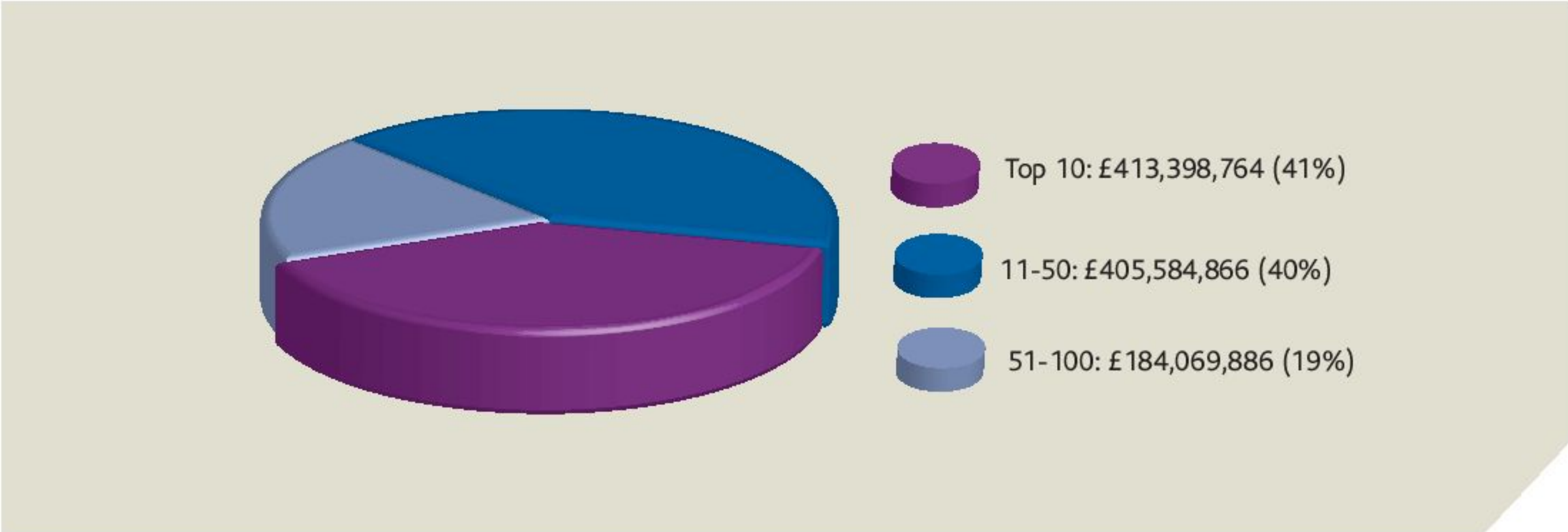


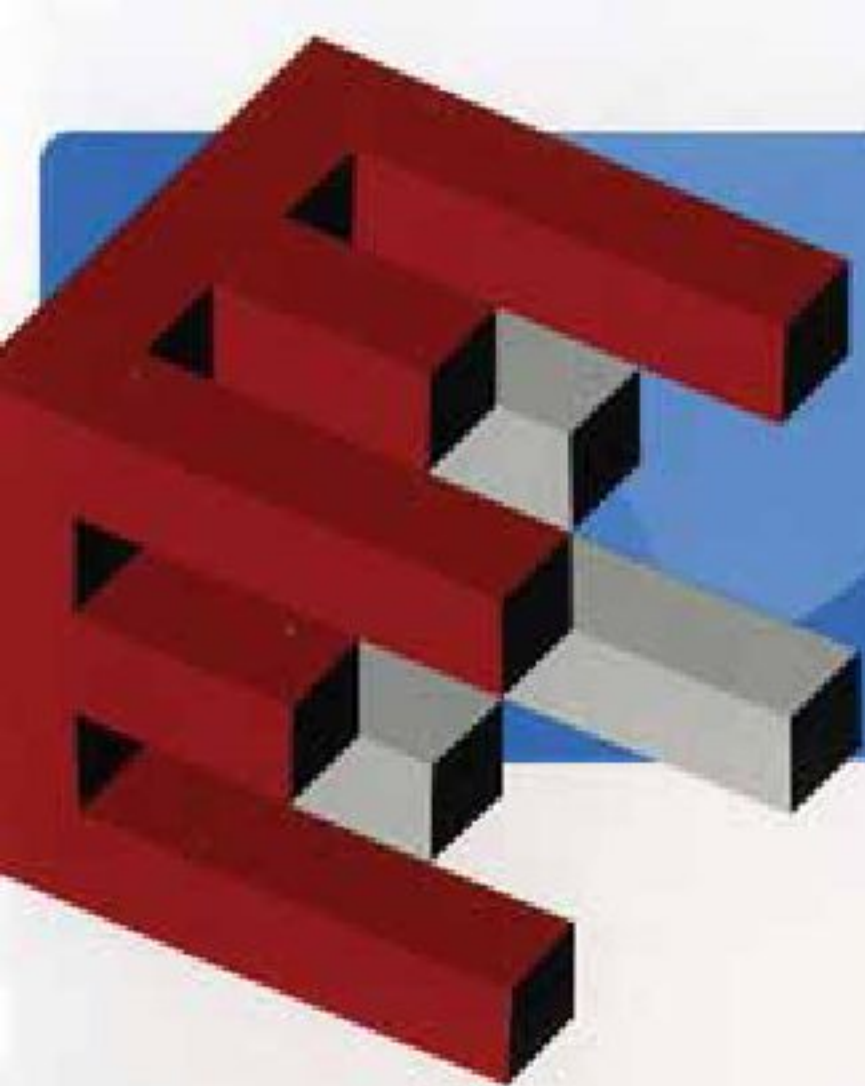
BREAKOUT CHARTS (CONTINUED)

INDEPENDENT		
STUDIO		REVENUE
1	Traveller's Tales	£26,295,661
2	Yuke's	£22,483,268
3	Amaze Entertainment	£21,576,114
4	Epic Games	£15,806,225
5	Relentless	£14,053,572
6	Bethesda	£11,112,740
7	A2M	£10,899,305
8	HB Studios	£9,111,031
9	Pandemic Studios	£8,320,951
10	Climax	£8,174,333
TOTAL		£147,833,200

INTERNAL		
STUDIO		REVENUE
1	EA Canada	£115,513,113
2	Nintendo	£70,964,597
3	Konami	£43,203,751
4	Maxis	£41,741,243
5	Rockstar Leeds	£25,279,940
6	Ubisoft France	£24,254,627
7	EA Redwood Shores	£22,023,924
8	Ubisoft Montreal	£21,638,640
9	Treyarch	£20,407,760
10	EA UK-Criterion	£19,097,069
TOTAL		£404,124,664

REVENUES BY CHART POSITION





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